

Living/Learning in an Augmented World: Introducing Augmented Reality Technologies in Teaching and Learning

Pengiran Shaiffadzillah Pengiran Omarali

Educational Technology Centre, Brunei

Augmented Reality was first declared in 1998 as a new education paradigm that links true reality with virtual reality, and has since evolved alongside other emerging technologies eventually finding its own empowering niche in camera-equipped smart phones. Beyond social and entertainment purposes, augmented reality technologies are increasingly being used in various professional disciplines including in architecture, construction, medicine, and geography. Their use in the world of work thus justifies the development of learners who are augmented reality-ready; ranging from learners graduating as competent users able to function in an augmented world, to being future innovators of the technologies themselves. This research is an early exploration of students and teachers' perception on introducing augmented reality content and extended reality immersive environments in teaching and learning, with the main discourse focusing on deliberating its benefits and challenges relative to available resources and in situational contexts. The research adapts an exploratory transformative mixed-method design and incorporates the Unified Theory of Acceptance and Use of Technology model as its theoretical framework. The realistic introduction of augmented reality in teaching and learning is anticipated to inter-operate with relevant developments in the areas of online and blended learning, digital curriculum, Internet of Everything technologies, and other new learning technologies.

Keywords: *Augmented Reality, Mixed Reality, UTAUT*