

10

A Study on Augmented and Virtual Reality in Education: Issues and Challenges

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Abstract

This research paper highlights the issues and challenges faced while using technologies like Augmented Reality (AR) and Virtual Reality (VR) when integrated in Educational field. This report presents a comparative analysis of its impact on the traditional education system and how it has affected the current education. Nowadays, what is referred to as virtual reality defines many daily activities and other modern habits. The realistic and collaborative learning experiences that AR and VR provide present an intriguing chance to transform conventional teaching methods. They still have a ways to go before they are widely used in education. This research identifies the key challenges and issues linked with the implementation of AR and VR in educational settings through a thorough review of the previous research and case studies. These consist of financial, hardware-related, and infrastructure-related technical limitations. Concerns about the curriculum integration, development of content, and teacher preparation are also examined. In addition, ethical issues pertaining to equity, easy access, and confidentiality are covered. This paper aims to give instructors, legislators, and customers an in-depth awareness of the challenges involved in employing virtual reality (VR) and augmented reality (AR) for educational use by pointing out these issues and challenges. Moreover, it offers suggestions and tactics to deal with these issues and optimise the potential advantages of virtual reality (VR) and augmented reality (AR) in education.

Keywords: *Augmented Reality (AR); Virtual Reality (VR); Education*