

Arkitech: Using a Web-Based Content Management System in Authoring and Publishing Template-Based Augmented Reality Applications for Creating and Curating Contextualized Teaching and Learning

Vicente Patalita III

University of San Jose-Recoletos

ABSTRACT

The use of Augmented Reality (AR) technology as a medium to assist classroom instruction has been proven by various scholarly studies to enrich the learning experiences of students across different levels. Mobile AR applications, in particular, have encouraged students to use their imagination even better as they are immersed in virtually-enhanced environments while learning novel ideas in an engaging and interactive way, both inside and outside the classroom. The use of AR applications also enables teachers to employ diverse methods of delivering their lessons and to master the use of technology in the classroom as a tool for 21st century education. As AR applications for education are gaining traction, there are still a number of challenges that need to be addressed in order for it to realize widespread diffusion. ARKiTeach, an AR kit for instruction and teaching, aims to empower users to author and publish AR applications for mobile devices using a web-based content management system. With ARKiTeach, users can also collaborate to create and curate contextualized teaching and learning to improve learner engagement and learning outcomes.

Keywords: collaboration; mobile; online; platform; technology