

Students using augmented reality to learn science content and share their understanding are showing increased engagement.

**New Challenges & Next Steps**

*One challenge is that creating AR is very challenging and requires a lot of prerequisite skills to create the most sophisticated AR. The AR students can create using widgets and drag and drop apps is limited but some are motivated to learn more. We want to move students to a place where the use of AR truly enhances their work and goes beyond what they can do in 2D.*

**Equity**

*This work is intended to increase motivation in underrepresented groups to learn more about computer science and by implementing this work in core science courses all students take, more girls and students of color are exposed to this type of work and opportunities to use computer science, coding, and augmented reality.*

**Lessons Learned & Insights Gained**

*Using augmented reality is not new for students, but it is novel in the classroom. Students don’t have experience creating augmented reality but initial data shows that they are engaged in learning how to use it. Teachers report that students are engaged in the lessons because they are interested in the technology.*

**Title**

Jonathan Costa, Elizabeth Radday, Ed.D

NSF Award Number​: 1849773 Dates: 2019-2023

Project type:​ ITEST

Project URL: www.skills21.org/arx

Project Overview: This project integrates augmented reality (AR) into core science content instruction and then allow students to create augmented reality to demonstrate their understanding, learning, and applications.

![Logo, company name

Description automatically generated]()Add

additional

logos here