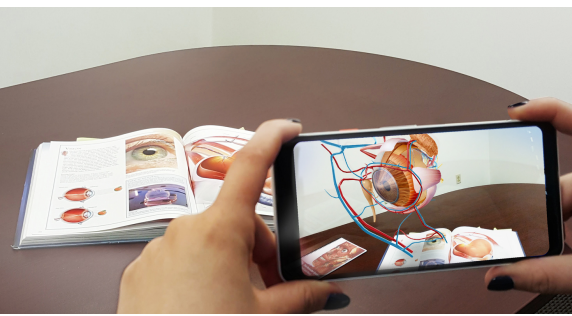


4TH INDUSTRY REVOLUTION (AUGMENTED REALITY)

EXAMPLE



Games



Education



Medical



Business

INTRODUCTION OF 4TH IR

-> a new stage in the Industrial Revolution that prioritizes interconnection, robotics, machine learning, and real-time data.

-> Was mentioned first time in 2011 and Klaus Schwab published the details of idea in 2015.

WHAT IS AUGMENTED REALITY

-> Augmented reality (AR) is an experience in which programmers augment aspects of the physical environment of users via computer-generated input.

-> Creators construct inputs in digital material that adapt in real time to changes in the user's surroundings, often mobility, covering from music to video, images to GPS overlays and more.

-> In layman's terms, Augmented Reality is a technology that augments the actual environment by superimposing digital features on top of it.

REFLECTION

-> Making the learning process more fun as it enables the cohabitation of digital and real-world information, reducing mental workload and facilitating students' learning processes.

-> Lower their demand for travel and their carbon emissions