

THE CURRENT TRENDS OF AUGMENTED REALITY IN INDUSTRY

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**By Dr. Ruzimi Mohamed
(OZEL Sdn. Bhd.)**

Augmented Reality is one of the 9 Digital Industrial Technologies introduced in IR4.0. AR is expected to help humans in every possible way that can be imagine. As an example, video games industry that utilizes AR has an expected revenues of \$11.6 billions by 2025. Currently, Snapchat and Instagram has the most user in AR usage with the introduction of filter, they are expected to gain at least 3.5billion users by 2022.

Moving forward, government should initiate AR to be utilized nationwide to help all individuals to ease the process such as students learning, healthcare systems to be high standards and many more usage

AR for students

There are a variety of uses for augmented reality that can help students, particularly those who are more visual learners, improve their learning experience. The capacity for a learner to study a 3d hologram from a variety of perspectives is one of the key benefits of augmented reality. They can better study and understand some concepts by moving around a virtual object or rotating it in space. This alone has the potential to transform learning in fields such as biology, anatomy, cosmology, geometry, and others.

ADRIAN NORMAN, A21MJ5028 AHMAD HAFIZ ALI A21MJ5012

SIAM RAHMAN, A21MJ0143

SAIFUL ISLAM, A21MJ0142

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