

INNOVATION IN EDUCATION THROUGH THE USE OF AUGMENTED REALITY: CASE OF TEACHING HUMAN ANATOMY IN MEDICINE

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ABSTRACT

The innovation in the methods of teaching is currently dictated by the evolution of the technological tools and the diversified and sophisticated environments of training. Augmented reality (AR) is a technology which increases reality with images of two or three dimensions generated by the computer with the objects and/or information, and makes it possible for users to interact with them. This is can be used too in technical and educational contexts. Indeed, the applications based on augmented reality are evolved by offering great potential in terms of training and teaching.

This article offers an outline of the AR and its applicability by examining the recent developments in this field and by exploring its social impact like its implications for education and training in particular while taking as example the human anatomy teaching within the scope of the medical training on the basis of study and the comparison of some existing solutions in the objective to propose an augmented prototype of a new solution.

KEYWORDS: *Education Technologies, Augmented Reality, Mobile Application, Holographic System, Medical Training/Teaching, Human Anatomy*