

# Virtual Reality In Education: Transforming Learning Environments

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## ABSTRACT

Virtual Reality (VR) is rapidly emerging as a transformative tool in education, offering immersive experiences that engage learners in ways traditional methods cannot. This review paper explores the impact of VR on learning environments, examining its potential to revolutionize education. The paper begins by discussing the theoretical underpinnings of VR technology in education, elucidating how VR can enhance cognitive processes and knowledge retention through experiential learning. It delves into various VR applications across educational domains, including STEM subjects, medical training, language learning, and historical reconstructions. A critical analysis of the benefits and challenges associated with integrating VR into educational settings is presented, considering factors such as cost, accessibility, and technological limitations. The paper also examines pedagogical considerations for effective VR implementation, including instructional design principles and learner-centered approaches.

Furthermore, the paper investigates the empirical evidence supporting the efficacy of VR in education, synthesizing findings from empirical studies and educational experiments. It highlights instances where VR has been shown to improve learning outcomes, increase student engagement, and foster deeper understanding of complex concepts.

Ethical considerations surrounding the use of VR in education are also addressed, including issues related to privacy, data security, and potential psychological effects on learners. The paper underscores the importance of ethical guidelines and responsible use of VR technology in educational settings. This paper underscores the transformative potential of VR in education, emphasizing its capacity to create immersive learning experiences that transcend traditional pedagogical boundaries. By understanding the opportunities and challenges associated with VR integration, educators can harness this technology to create dynamic and impactful learning environments.

**Keywords:** Virtual Reality (VR), Education, Learning Environments, Immersive Experiences, Experiential Learning, Pedagogical Considerations, Empirical Evidence, Student Engagement, Instructional Design, Ethical Considerations.

## Introduction

In recent years, Virtual Reality (VR) has emerged as a groundbreaking technology with the potential to revolutionize various fields, including education. By immersing users in simulated environments, VR offers a unique opportunity to transform traditional learning experiences into interactive and engaging journeys. This review paper delves into the multifaceted realm of Virtual Reality in Education, exploring its applications, benefits, challenges, and future prospects.

In today's rapidly evolving educational landscape, educators are constantly seeking innovative methods to enhance student engagement, comprehension, and retention. Traditional classroom settings often struggle to

captivate the attention of learners who are accustomed to digital technologies and interactive media. Herein lies the promise of VR—a medium that transcends the confines of traditional teaching methods by providing immersive, experiential learning environments.

The potential of VR in education is vast and varied. From exploring historical landmarks in ancient civilizations to dissecting virtual organisms in biology class, VR offers limitless opportunities to bring learning to life. By simulating real-world scenarios, students can actively participate in their learning process, fostering deeper understanding and long-term retention of concepts.

Moreover, VR has the capacity to cater to diverse learning styles and preferences. Visual learners can benefit from vivid, three-dimensional representations, while kinesthetic learners can engage in hands-on experiences within virtual environments. This adaptability makes VR a powerful tool for personalized learning, catering to the individual needs and preferences of each student.

However, despite its immense potential, the integration of VR into educational settings is not without its challenges. Technical barriers, such as the cost of VR hardware and software, as well as the need for specialized training for educators, may pose obstacles to widespread adoption. Moreover, ensuring equitable access to VR technology for all students remains a concern, particularly in underserved communities.

Nevertheless, as VR technology continues to advance and become more accessible, the benefits it offers to education cannot be overstated. This paper aims to explore the current landscape of Virtual Reality in Education, examining the latest research, trends, and best practices. By shedding light on the transformative potential of VR in learning environments, this paper seeks to inspire educators, policymakers, and stakeholders to embrace this innovative technology and harness its power to shape the future of education.

### Background of the study

Virtual Reality (VR) technology has emerged as a transformative tool in the field of education, offering innovative ways to engage learners and enhance the learning experience. Over the past few decades, advancements in VR hardware and software have paved the way for its integration into educational settings, revolutionizing traditional teaching methods and creating immersive learning environments.

The use of VR in education has gained significant attention due to its ability to simulate real-world scenarios and provide interactive experiences that cater to diverse learning styles. By leveraging VR technology, educators can transport students to virtual landscapes, historical sites, or scientific simulations, allowing them to explore concepts and phenomena that would otherwise be inaccessible or impractical to experience in a traditional classroom setting.

Moreover, VR offers a multisensory learning experience that stimulates cognitive processes and promotes active engagement among learners. Through interactive simulations and virtual laboratories, students can conduct experiments, manipulate objects, and observe phenomena in real-time, fostering a deeper understanding of complex concepts across various disciplines.

Furthermore, VR has the potential to address the limitations of traditional pedagogical approaches by offering personalized and adaptive learning experiences. With the ability to tailor content based on individual learning preferences and abilities, VR enables educators to create customized learning paths that cater to the diverse needs of students, thereby promoting inclusivity and equity in education.

Despite its promising potential, the integration of VR into mainstream education poses several challenges, including technological barriers, cost implications, and concerns regarding accessibility and equity. Additionally, there is a need for empirical research to assess the effectiveness of VR-based learning interventions and identify best practices for integrating VR into educational curricula.

Therefore, this paper aims to provide a comprehensive overview of the current state of VR in education, examining its applications, benefits, challenges, and future directions. By synthesizing existing literature and analyzing empirical studies, this paper seeks to contribute to our understanding of how VR technology is transforming learning environments and shaping the future of education.

### Justification

The exploration of Virtual Reality (VR) in education has become increasingly pertinent due to its potential to revolutionize traditional learning environments. This review research paper seeks to provide a thorough examination of the role of VR in education, justified by several key factors:

- 1. Innovative Pedagogical Potential:** VR offers immersive, interactive experiences that can enhance traditional teaching methods by providing students with experiential learning opportunities. By simulating real-world environments, VR enables educators to engage students in ways previously unattainable, fostering deeper understanding and retention of complex concepts.
- 2. Addressing Diverse Learning Styles:** Traditional educational approaches often struggle to accommodate diverse learning styles. VR provides a multi-sensory learning experience that caters to visual, auditory, and kinesthetic learners alike. This inclusivity can help bridge learning gaps and improve educational outcomes for a broader range of students.
- 3. Accessibility and Equity:** As VR technology becomes more accessible and affordable, its potential to democratize education grows. By breaking down geographical barriers and providing virtual access to

resources and experiences, VR has the capacity to level the playing field and provide equitable educational opportunities to students regardless of their physical location or socioeconomic status.

- 4. Enhanced Engagement and Motivation:** The immersive nature of VR captivates learners' attention and sustains their engagement in educational content. By transforming passive learning into active participation, VR motivates students to explore, experiment, and problem-solve within virtual environments, leading to deeper learning experiences and increased motivation to learn.
- 5. Preparation for Future Skills:** In an increasingly digital world, proficiency in virtual environments is becoming a valuable skillset. Introducing VR into educational settings prepares students for future careers by familiarizing them with emerging technologies and cultivating digital literacy, critical thinking, and adaptability.

Given these compelling reasons, investigating the transformative potential of VR in education through a comprehensive review paper is not only justified but essential for informing educators, policymakers, and researchers about the opportunities and challenges associated with integrating VR into learning environments. This paper aims to consolidate existing knowledge, identify gaps in research, and provide recommendations for maximizing the educational benefits of VR technology.

### Objectives of the Study

1. To examine the current state of virtual reality (VR) technology in educational settings.
2. To identify the various ways in which VR is being utilized to enhance learning environments.
3. To evaluate the effectiveness of VR applications in improving student engagement and knowledge retention.
4. To explore the challenges and limitations associated with implementing VR in educational institutions.
5. To provide recommendations for educators and policymakers on leveraging VR technology to transform learning experiences effectively.

### Literature Review

Virtual Reality (VR) technology has emerged as a promising tool in the field of education, offering transformative potential to traditional learning environments. This section presents a review of relevant literature exploring the integration of VR in educational settings, highlighting its impact on learning outcomes, student engagement, and pedagogical practices.

- 1. Enhancing Immersive Learning Experiences:** VR technology provides learners with immersive experiences that simulate real-world scenarios, allowing them to interact with content in three-dimensional environments (Johnson et al., 2016). Research by Huang and Li (2019) demonstrates that such immersive experiences lead to higher levels of engagement and retention compared to traditional classroom settings, as learners can actively explore concepts and engage in hands-on activities.
- 2. Improving Conceptual Understanding:** Studies have shown that VR can enhance students' conceptual understanding of complex subjects by providing visualizations and simulations that clarify abstract concepts (Akçayır & Akçayır, 2017). For example, in a study by Lee et al. (2020), students using VR simulations to learn about molecular structures demonstrated a deeper understanding of chemical concepts compared to those using traditional methods.
- 3. Facilitating Collaborative Learning:** VR environments support collaborative learning by enabling students to interact with peers and instructors in virtual spaces regardless of physical distance (Dalgarno & Lee, 2010). By fostering collaboration and communication, VR promotes active participation and peer-to-peer knowledge sharing, as demonstrated in research by Bailenson et al. (2018) on collaborative problem-solving tasks in VR environments.
- 4. Addressing Diverse Learning Styles:** VR technology accommodates diverse learning styles by offering customizable learning experiences that cater to individual preferences (Dalgarno & Lee, 2010). According to Li et al. (2019), VR-based learning environments can be adapted to accommodate different learning modalities, such as visual, auditory, and kinesthetic, thereby catering to the needs of a diverse student population.
- 5. Challenges and Considerations:** Despite its potential benefits, the integration of VR in education presents challenges related to cost, accessibility, and technical limitations (Huang & Li, 2019). Additionally, ethical considerations regarding data privacy, safety, and inclusivity must be addressed to ensure responsible implementation and usage of VR technology in educational settings (Hew & Cheung, 2010).

The literature reviewed underscores the transformative potential of VR in education, offering opportunities to enhance learning experiences, improve conceptual understanding, facilitate collaborative learning, and address diverse learning styles. However, careful consideration of challenges and ethical considerations is essential to harnessing the full potential of VR technology in transforming learning environments.

## Material and Methodology

### Research Design:

For this research paper on "Virtual Reality in Education: Transforming Learning Environments," the research design will employ a systematic literature review methodology. This approach involves identifying, evaluating, and synthesizing existing literature to provide a comprehensive overview of the topic. The review will aim to explore the various applications, benefits, challenges, and future prospects of virtual reality (VR) technology in educational settings.

### Data Collection Methods:

- Literature Search:** A systematic search will be conducted across electronic databases such as PubMed, Google Scholar, IEEE Xplore, ACM Digital Library, and relevant educational journals.
- Inclusion Criteria:** Studies, articles, and papers will be included if they focus on the use of VR technology in educational contexts. This includes research articles, reviews, case studies, and empirical studies.
- Exclusion Criteria:** Literature that does not specifically address VR in education or is not published in peer-reviewed journals will be excluded. Additionally, outdated or irrelevant studies will not be considered.
- Screening Process:** The collected literature will undergo a screening process where titles and abstracts will be reviewed to determine relevance. Full-text articles meeting the inclusion criteria will be selected for further analysis.

### Inclusion and Exclusion Criteria:

#### Inclusion Criteria:

- Studies focusing on the integration of virtual reality technology in educational settings.
- Research articles, reviews, case studies, and empirical studies published in peer-reviewed journals.
- Literature that discusses the impact of VR on teaching and learning outcomes.
- Studies exploring the effectiveness of VR-based educational interventions.
- Publications addressing the design, implementation, and evaluation of VR learning environments.

#### Exclusion Criteria:

- Literature not directly related to the use of VR in education.
- Non-peer-reviewed sources such as conference papers, editorials, and opinion pieces.
- Studies lacking empirical evidence or rigorous research methodology.
- Publications focusing solely on technical aspects of VR without educational applications.
- Literature published in languages other than English (unless translated with verified accuracy).

#### Ethical Consideration:

Ethical considerations will be addressed throughout the research process. This includes ensuring the confidentiality and anonymity of participants in any studies reviewed. Additionally, proper citation and acknowledgment of sources will be maintained to avoid plagiarism. Researchers will adhere to ethical guidelines outlined by relevant institutions and professional associations regarding research conduct and data usage.

## Results and Discussion

The findings of this review research paper on "Virtual Reality in Education: Transforming Learning Environments" underscore the transformative potential of virtual reality (VR) technology in the realm of education. Through an extensive examination of existing literature, several key findings emerged:

- Enhanced Immersive Learning Experiences:** Virtual reality has been found to significantly enhance the immersive nature of learning experiences. By simulating real-world environments and scenarios, VR enables students to engage more deeply with educational content, leading to improved retention and comprehension.
- Personalized and Adaptive Learning:** VR technology facilitates personalized and adaptive learning experiences by allowing educators to tailor content to individual student needs. Through interactive simulations and scenarios, students can learn at their own pace and receive immediate feedback, fostering a more effective learning process.
- Increased Student Engagement and Motivation:** Studies have consistently shown that virtual reality in education increases student engagement and motivation. The interactive and immersive nature of VR environments captivates students' attention and encourages active participation, resulting in a more dynamic and stimulating learning environment.
- Effective Training and Skill Development:** Virtual reality offers a valuable tool for training and skill development across various disciplines. From medical simulations to vocational training, VR enables

students to practice and refine their skills in a risk-free virtual environment, ultimately enhancing competency and confidence.

5. **Access to Remote Learning Opportunities:** VR technology has the potential to overcome geographical barriers and provide access to remote learning opportunities. By creating virtual classrooms and collaborative environments, students can engage in immersive learning experiences regardless of their physical location, promoting inclusivity and accessibility.
6. **Challenges and Considerations:** Despite its numerous benefits, the integration of virtual reality in education is not without challenges. Technical limitations, cost barriers, and concerns regarding content quality and pedagogical effectiveness are among the primary considerations that educators and policymakers must address when implementing VR technology in educational settings.

Overall, the findings of this study highlight the transformative impact of virtual reality on education, offering new possibilities for immersive learning experiences, personalized instruction, and enhanced student engagement. However, further research and collaboration are needed to fully realize the potential of VR technology in shaping the future of education.

### Limitations of the study

1. **Generalizability:** The findings of this review paper may not be universally applicable to all educational settings due to variations in infrastructure, resources, and educational practices across different regions and institutions.
2. **Publication Bias:** There is a possibility of publication bias in the selection of literature, as only published articles and research studies were included. This could lead to an incomplete representation of the entire body of research on virtual reality in education.
3. **Technology Dependency:** The effectiveness of virtual reality in education is heavily reliant on technological infrastructure and access to VR equipment. Therefore, the findings of this study may not fully represent regions or institutions with limited technological resources.
4. **Time Constraints:** Due to the dynamic nature of technology and educational practices, this review may not capture the most recent advancements or emerging trends in virtual reality education at the time of its completion.
5. **Quality of Included Studies:** The quality of the included studies varies, which could impact the reliability and validity of the findings. Some studies may have methodological limitations or biases that affect their contribution to the overall analysis.
6. **Language Bias:** The review is limited to studies published in English, which may exclude relevant research conducted in other languages, potentially leading to a language bias in the synthesis of findings.
7. **Scope Limitation:** The focus of this review is primarily on the transformative potential of virtual reality in educational environments. Other factors influencing learning outcomes, such as teacher training, curriculum design, and student characteristics, are not extensively explored within the scope of this paper.
8. **Long-term Effects:** Most studies included in this review may provide insights into short-term effects of virtual reality in education. However, the long-term impact on student learning outcomes, retention, and transferability of skills may not be fully elucidated due to the limited duration of many research studies.

Addressing these limitations can provide avenues for future research to delve deeper into the complexities of integrating virtual reality into educational practices and its long-term effects on learning outcomes.

### Future Scope

1. **Advanced VR Integration:** As technology continues to evolve, future research can delve into more advanced integration of virtual reality (VR) into educational settings. This could involve developing more immersive VR environments that closely mimic real-world scenarios to enhance learning experiences.
2. **Pedagogical Approaches:** Further exploration is needed into the most effective pedagogical approaches for VR in education. Research could focus on identifying the best practices for designing educational content in VR and assessing its impact on learning outcomes.
3. **Accessibility and Inclusivity:** Future studies should address issues of accessibility and inclusivity in VR education. This includes making VR technologies more affordable and accessible to a wider range of learners, as well as ensuring that VR content is designed with diverse learners in mind.
4. **Assessment and Evaluation:** There is a need for research focusing on the assessment and evaluation of learning outcomes in VR environments. Future studies could explore the development of standardized assessment tools for VR-based learning activities and investigate the effectiveness of VR in improving student performance.
5. **Cross-disciplinary Collaboration:** Collaboration between educators, technologists, and researchers from various disciplines will be crucial for the continued advancement of VR in education. Future research should encourage interdisciplinary collaboration to explore new applications and innovations in VR-enhanced learning environments.

6. **Long-term Impact Studies:** Longitudinal studies are needed to examine the long-term impact of VR on student learning and retention. Future research could track the progress of students who have been exposed to VR-based learning over an extended period to assess the lasting effects on their academic achievements and career outcomes.
7. **Ethical Considerations:** As VR becomes more integrated into educational settings, there is a need for research addressing ethical considerations such as data privacy, safety, and the potential for misuse of VR technologies. Future studies should explore ethical guidelines and best practices for the responsible implementation of VR in education.

### Conclusion

The exploration of virtual reality (VR) within educational contexts underscores its transformative potential in revolutionizing learning environments. Throughout this review paper, we have delved into various aspects of VR integration in education, spanning from its theoretical foundations to practical applications across diverse disciplines. By synthesizing existing literature, we have elucidated the multifaceted benefits VR offers, including enhanced engagement, experiential learning, and the facilitation of immersive experiences that transcend traditional pedagogical constraints.

Moreover, our examination has underscored the versatility of VR technologies, which cater to a spectrum of educational needs, from K-12 education to higher academia and professional training. The immersive nature of VR facilitates interactive simulations, virtual field trips, and collaborative learning experiences that foster deeper comprehension and retention of subject matter. Furthermore, the accessibility and affordability of VR hardware and software solutions continue to improve, making it increasingly feasible for educational institutions to integrate VR into their curricula.

However, amidst the promising prospects, it is crucial to acknowledge the challenges and considerations inherent in VR adoption. These encompass technical barriers, such as the need for robust infrastructure and the optimization of content for diverse learning objectives. Additionally, ethical concerns regarding data privacy, user safety, and equitable access must be addressed to ensure responsible implementation.

As we navigate the dynamic landscape of educational technology, it is evident that VR stands at the forefront of innovation, poised to redefine the educational experience. By embracing VR as a complementary tool to traditional teaching methods, educators can cultivate dynamic, engaging learning environments that cater to the diverse needs and learning styles of students. Moving forward, continued research, collaboration, and pedagogical innovation will be pivotal in harnessing the full potential of VR to shape the future of education.

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