Augmented Reality: New perspectives for geodiversity learning

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For the current generation of adolescents, smartphones, WLAN and mobile end devices with Internet access are naturally part of their lifeworld. Excursions, in turn, are an essential method to better understand geological and geomorphological processes. Augmented reality (AR) is another possibility of learning location-based mobile devices. For example, visitors to museums or exposures can discover the place in a different way and start other learning processes - by accessing content such as video messages or audio contributions to specific locations. It becomes clear that the new technologies do not replace existing media, but extend and complement them. AR is an additional tool. The high degree of immersion, which allows to gain authentic experiences in the virtual learning object, not least the fun of discovering geological and geomorphological processes is increased. Within the framework of this presentation the potentials as well as limits of the use of augmented reality (AR) are shown.