

INTERNATIONAL CONFERENCE
Krasnoyarsk, RUSSIA
8-9 October 2020



ASEDU

Advances in Science, Engineering
and Digital Education

Science & Technology
City Hall

«ASEDU-2020: Advances in Science, Engineering and Digital Education»

«Examining the potential of VR and AR technologies for education»

V S Magomadov



Introduction

- Definition of augmented reality
- Definition of virtual reality
- Main differences between AR and VR

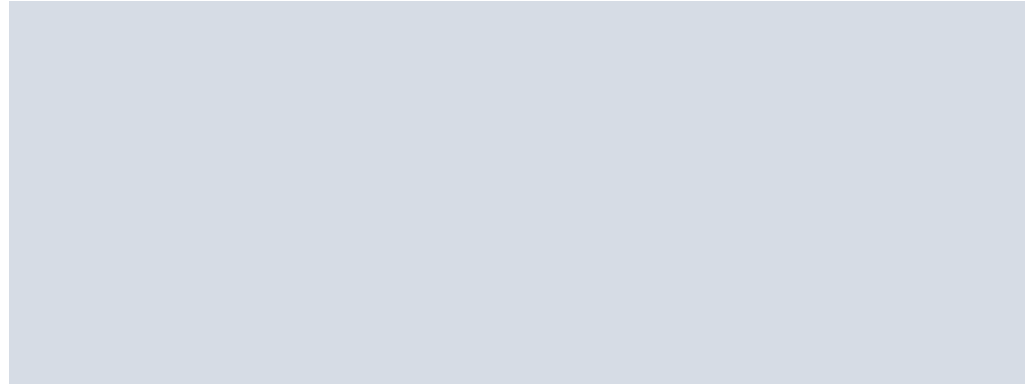


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AR and VR in education

- Purpose
- Application
- Advantages





Existing applications

- Layar
- CoSpaces Edu
- Nanome



Contacts

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