

Review of: "Augmented Reality (AR) Technology on Student Engagement: An Experimental Research Study"

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Potential competing interests: No potential competing interests to declare.

This experimental study was to assess the viability of AR in the classroom setting. No one can argue that the goal is developing techniques to enhance and improve learning techniques for students is important. I believe this research is a good step towards that goal. Overall, I found the approach for this investigation was methodical-following the scientific method. However, in my opinion, I found some possible gaps that may need to be addressed for further studies.

The study seemed to assume that all students learn at the same rate and they don't. How can that be factored into future studies? Each student like[SGA(E1)] s certain subjects in school. The pre/post survey should include what the students like/dislike initially. For example, pre-interview the student did not like math. After the study using AR, the student liked math.

The data collected and analyzed was in numerical form. It is hard to see the big picture with numerical data. Recommend using graphs to visually show the results.

Overall, I believe this is a good study on the use of VR/AR in the classroom setting. However, need to be cautious that the study neglects that students are different, like different subjects more than others, and learn at different rates. I believe this is a good data point for learning how best to implement AR/VR in schools.

[SGA(E1)]