

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.

It's recommended to make more specific statements, instead of the words in "will be." It is not clear if this is a finished research.

Course contents and their relation to visualization are critical in setting the base line. Since part of the AR is closely related to the 3D definition of the subject and the situated interaction with another subject, like a background context, more specific descriptions should be delivered, instead of a rather general description of AR. For example, exactly which part of the class contents was related to their representation in 3D, and how were the contents represented, 3D mesh models or text explanation? What's the user initialized interaction means to the course contents and related pedagogical attempts? In other words, what were the problems to be solved and the findings to be discovered from the AR interaction, in addition to visualization as the only concern in AR application?

The attached references were rather published in early days. It would be nice to add literature review and reference of AR technology. Literature review of the education-oriented research needs to be made as related to AR research.

Pictures of the real setting would be helpful for readers to understand. Smartphone with users and screen shots would be very helpful.