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<< SCHOOLS (Continued): reading facts from books, and taking final exams is a throwback to institutions of learning dating back to the Renaissance. Remarkably, very little has changed today: with notable exceptions, the vast majority of university professors continue to bore students with ineffective, non-interactive approaches to education that result in little more than the professor's notes becoming the students' notes without passing through the minds of either.</p>

However, true learning is <u>experiential</u>. Humans learn best by doing, not by reading or listening to lectures. The more senses are involved (sound, sight, touch, emotions, etc.), the more powerful the learning experience. That's why today's best teachers are those pioneering individuals who take the effort to engage their students in meaningful activities that reach students at multiple levels. That's where **augmented reality** works - by overlaying seemingly-real experiences on top of a person's local environment. As an example lets say that a person who wishes to experience a learning session via augmented reality would don a pair of see-through glasses that also host two tiny video cameras and a pair of earphones. A tiny computer, perhaps worn on the wrist or around the waist, would recognize the geometry and content of the user's immediate environment and overlay that environment with meaningful images and sounds for a specific purpose. From the user's point of view, he or she would apparently see and hear other people, objects, or events taking place right in front of or around them.

Additionally, **augmented reality** technology holds the promise of immersing individuals in *experiential learning environments*. Instead of reading about the Civil War in a textbook, a student could observe battles or conversations *as if they were there*. Animated, lifelike historical figures would seemingly appear right in front of them. The student would see and hear events at a level unmatched by today's outmoded lecture formats. The applications are tremendous: students could learn anatomy by walking through a human body and observing the functioning of biological systems. Students could learn geography by "flying" around the globe, visiting any city they wished, zooming in and out of detailed renderings of geopolitical regions. Students could learn chemistry by observing, at a simulated microscopic level, chemical structures and reactions. These are but a few of the many potential applications.

Potential For A Massive Global Industry: This industry will dwarf today's software and computing industries and become one of the most influential technological shifts yet experienced by our civilization. With this technology in place, users could simply obtain different program modules and plug them into their standard augmented reality hardware systems such as education (personal coaches, trainers, teachers, etc), entertainment (fly-through movies, interactive games, etc), mental health (virtual consultants help users overcome challenging obstacles, etc), reference (virtual library allows users to physically explore areas of interest by moving through a projected knowledge set and picking out images, movies, sounds or text), computer/human interface (computer could be located <u>anywhere</u> in your environment), personal environment (change configurations, interact with ancestors, "enhance" physical attributes of self/others, etc). Applications are unlimited, however consider the following: SEE DANGERS ##