Exploring learners’ attitudes toward augmented reality learning system

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Abstract: Augmented reality (AR) appears as an attractive technology that promises to allow learners to realize the virtual and real objects coexist at the same time. Previous experiences in the application of augmented reality in educational contexts were quite successful. The AR learning environment enables learners to make use of extensive interactions with the system and real world. This study attempts to build a prototype of augmented reality learning system for health care. In order to evaluate the learners’ attitude toward the system, TAM (technology acceptance model) was applied. The result showed that perceived usefulness is the only and most important factor to affect learners’ attitude toward using the AR learning system.