

Significance and Impact of Artificial Intelligence and Immersive Technologies in the field of Education



R. Jayadurga, S. Rathika

Abstract: Teachers are active ingredients of the educational system. The pandemic made us aware of the benefits of online learning. Teachers help learners add value to their educational behaviour and attitude. Education never ages; the importance of lifelong learning is evident everywhere, at all times. Artificial intelligence (AI) is a broad concept that helps develop educational strategies for the present-day scenario. It allows educators to benchmark and develop critical analysis to redesign educational policies for the implementation of innovative learning and teaching strategies in educational institutions. AI helps in educational transformation and accelerates basic educational skills by introducing software robots implemented in classrooms and other devices to make reminders for essential educational activities and assignments. In European countries, they are utilising teaching assistants as robots paired with Augmented Reality (AR) and Virtual Reality (VR) systems. Now, they are providing MR (Mixed Reality) altogether, called Immersive Technologies, which promotes lifelong learning capabilities. This makes learners engaged in creation, active learning, collaboration, and problem-solving, and turns learning into a reallife experience from all educational perspectives.

Keywords: Artificial Intelligence, Technologies, Education, Augmented Reality (AR), Virtual Reality (VR),

I. INTRODUCTION

Empirical research is based on observed and measured phenomena and derives knowledge from practical experience rather than theory or belief. Use of data to answer research questions, the present study in which the data are from observational research in which the data shows a clear understanding about AI and MR as a part of lifelong learning in education According (Mariana and Emilio, 2020,[7]) the use of immersive technologies that provide learners with an innovative and instructional framework, technological advancements have presented a challenge to educational ecosystems.

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The development of the present study's global research over the past four decades indicates a growing interest in using virtual reality in the educational system today. Similar to other experimental methods developed in recent decades to address the need for VR, the present study demonstrates that VR is now more accessible to content creators and end-users. In the digital era, MR is essential due to their strategic potential, now establishing trends with excellent influence on several research projects and ideas put out in the realm of education and its creative process Using digital visual components, sound, or other sensory cues, augmented reality (AR) creates an enhanced version of the real world that is transmitted through technology, specifically enriches the learning experience if provided in today's academic setting. Companies engaged in mobile computing and business applications have noticed a growing trend, as data collection and analysis become more common. One of the significant purposes of augmented reality is to draw attention to specific aspects of the real world, facilitate understanding of those aspects, and generate innovation in realistic settings. There is no doubt that they assist businesses in making informed decisions and provide valuable insights into customer purchasing patterns within the industry. Likewise, in education, it creates learning and development through its remote expert assistance for students. Immersed technologies are typically not practical to immerse students in the real world and have them engage with it (Mehmet Kesim and Yasin Ozarslan, 2012, [8]). Although the world is 3D (threedimensional), we choose to employ two-dimensional media in education because they are more practical, comfortable, adaptable, portable, and affordable. It does not, however, provide dynamic content and remains static. Alternatively, 3D virtual environments created by computers can be used, although they require high-performance computer graphics, which costs more than other learning equipment for students. Today's AI technology offers us special affordances by seamlessly fusing the real and virtual worlds. This is the new technique for controlling how we engage with the outside world. This technology enhances virtual information on top of the real environment we're witnessing, rather than replacing it. Interactivity and point of view are subject to implicit user control. It provides students with composite views, offering a collaborative vision of a real scene alongside artificially created virtual scenes related to the relevant topics, allowing them to enjoy the power of reality through these immersive technologies. This is an improvement for students by participating in a typical place, situation, product, or event in a partially unmediated manner. In this way, we can provide informational material through AR. and Engin

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II. SIGNIFICANCE OF AR IN EDUCATION

Technology related to augmented reality is nothing new. It has been applied to a variety of industries, including the military, medicine, engineering, robotics, tele-robotics, manufacturing, maintenance, and repair applications, consumer design, psychiatric treatments, etc., A person can engage with the real world in ways that have never been feasible before by employing virtual objects to display information that the user cannot directly detect with his or her senses. With the help of interaction techniques supported by augmented reality, we can alter the location or other graphical elements of virtual objects. We can handle both real-world and virtual items by using our fingers or hand movements on mobile devices like shake and tilt (Azuma et al., 2001, [1]). By enhancing a student's perspective of and interaction with the real world, augmented reality can be utilised for education that combines amusement and edutainment. Like a genuine object, the student can rotate and observe the 3D virtual image from any angle. Students can perform tasks in the real world thanks to the information provided by virtual items. An interactive surface is one of the crucial ways to enhance learning through metaphor. Innovative computer interfaces can be created to strengthen in-person and remote collaboration by integrating the virtual and physical worlds. As many academic and literary books are now available in the form of audiobooks, which can be enhanced with AR technology in the future, they may take students to civilisations and space virtually, allowing them to learn about our kings and queens, wars, live experiments, and the evolution of humankind, among other topics.

According to (Gattiker et al., 2013, [2]) describes the fascinating use of this technology in textbooks that incorporate AR. These books are printed regularly, but when a webcam is pointed at them, designed interactions and visualisations appear. This is accomplished by utilising a website, installing specific software on a computer, or using particular mobile applications. By utilising augmented reality, textbooks will be transformed into interactive sources of information, similar to what is found on hardcopy pages. In this approach, even students from rural villages or individuals without prior computer expertise can benefit from sophisticated immersive experiences. Different teaching strategies and methods are necessary to support students of varying levels, as traditional computer-assisted teaching approaches have limitations. AR-aided teaching elevates the prerequisites for computer-assisted teaching and hopes to provide a better, more intellectual assistant.

III. VIRTUAL REALITY IN EDUCATION

Computer-assisted training is not always easy to follow, though. It is challenging to cater to students with varying levels and abilities, and to make them aware of how to utilise different teaching strategies and appropriate teaching methods to support students of various levels, due to the constraints of traditional computer-assisted teaching approaches and the need for tailored answers. This elevates the prerequisites for computer-assisted teaching and hopes that it has a better presentation form and a more intellectual assistant (Steven M. LaValle, 2019,[10]).

A user can engage with a 3D model or virtual world by using VR. the environment could be realistic in the sense that it is familiar to us on a macroscopic level, realistic in the sense that it represents the physical world as it is now recognized by science but is not typically observable, or it may be used to envision an entirely fictional universe. As a consequence, VR has been used in a broad range of educational environments, including the management, engineering, sciences, psychology, archaeology, history and architecture (Liangfu Jiang, 2021, [6]).

IV. IMPORTANCE OF MR IN EDUCATION

Mixed reality (MR), a hybrid technology that combines both AR and VR, plays a significant role in a mysterious realm. The fusion of real and virtual worlds gives users individual control options over their surroundings. This is what makes mixed reality unique. (Viraktamath S.V, et.al., 2021,[13]) explore the field of mixed reality in a unique and planned way to create intelligent mixed reality classrooms. They aim to demonstrate how mixed reality devices can serve as real-time analytical tools for teachers in the classroom, thereby enhancing student learning and engagement. The first part introduces the emergence of mixed reality, utilising several widely accepted theories that provide insight into the approach of many researchers. Two different hypotheses were then experimented with using the same mixed reality tool, called 'Lumilo', which supports AIED (Artificial Intelligence in Education) and ITS (Intelligent Transport System), in an attempt to create a mixed reality classroom. This is followed by hypothetical results aimed at using one of them in a classroom environment where both teachers and students will benefit most. This type of environment has led to better teaching methods compared to existing mixed reality classroom approaches.

V. CHALLENGES AND OPPORTUNITIES OF MR IN THE EDUCATIONAL SYSTEM

The availability of capable hardware has led to a significant amount of research attention for mixed reality in recent years. People can now immerse themselves in virtual worlds or explore metadata using augmented reality applications on their smartphones. Schools, universities, and other educational institutions have begun to provide students and pupils with tablets capable of displaying mixed reality content. However, compelling MR applications that promote enhanced knowledge transfer lag behind (Knierim et al. Al., (2018), [5]). While the availability of MR hardware opens up new possibilities, it also presents new challenges for content creators and educators. We discuss these challenges and opportunities, as well as future research directions. We see mixed reality as an opportunity to provide everyone with supportive and personalized learning experiences.

While MR has the potential to enhance learning experiences, it can also overwhelm learners with too much information at once. Repetitive or obtrusive representations may overwhelm or irritate the user. As a result, the development cycle of learning applications should include an awareness of visual overloads as well as intelligent information placement. The first completely self-contained wearable MR devices became affordable for researchers and end-users as hardware progressed quickly. Most devices are still in their early stages of development.

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This includes a short battery life, a small field of view, and an uneasy feeling after wearing it for several hours. These challenges are likely to be resolved in the coming years due to rapid technological advancements. Although speech allows for hands-free interaction, it is unlikely to be suitable for classroom use due to background noise and social acceptance (Santos et al., 2014, [12]). Because they cause fatigue when used repeatedly, mid-air hand gestures are unsuitable as an input modality. The question of how to design an expressive interaction concept for MR learning experiences remains an open research question, and this present study will likely lead to remedies for the challenges above.

A. Impact of AI in the present-day Educational setting

Researchers argue that nowadays, young people typically use their smartphones or tablets. This gives students the chance to utilise AI applications to study for ten to fifteen minutes in their free time. Using gesture recognition technology, AI helps students express their views or comfort levels during lectures. As AI develops, it can now read a student's facial expressions or hand movements to determine whether they're finding the lecture difficult to understand (Sayed Fayaz Ahmad et al, 2021, [9]). If so, the machine can adjust the course to allow the student to follow along easily. Machines driven by AI are capable of tailoring the academic curriculum. Through the use of AI tools, classrooms worldwide can accommodate students with auditory or visual impairments.

Students who are ill and unable to attend class can also benefit from this. The teacher evaluates students in the conventional instructional system, which is based on their assessment tasks, requiring a significant amount of time. When AI intervenes in this situation, it provides recommendations on how to close learning gaps. Students who speak different languages or have hearing or visual impairments can access a wide range of information thanks to AI. The AI-based system allows the translator to deliver subtitles in real-time application mode. Students can read and hear in their native language, for instance, with the assistance of Machine Translation. There were systems in use where multiple-choice tests were evaluated by computers, similar to those used in Olympiads. Now, breakthroughs are being made, allowing written responses, such as paragraphs and assertions, to be graded by computers as well. As a result, an educator's job is made smoother, with no time wasted, and can be used to engage more with the progress and assessment of each student.

VI. SIGNIFICANCE OF AI

Students can be categorized into groups by AI that are most suited for specific activities. Software using artificial intelligence that can better identify information right away. This information is added to a central database, and the database's prior essays can be used to compare future articles. A computer-based technique called AI in education offers personalized, dynamic, and perceptive teaching (Jagadeesh Kengam, 2020,[4]). The Domain Knowledge model, which enables the system to complete tasks that encourage students to evaluate and contribute to the solution, is a significant component of the AIED system.

Finally, the Interface component offers the channel via which the learner and the system communicate. The Model

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of Pedagogy component illustrates the system's teaching capabilities. Voice recognition is highly effective in education, representing a groundbreaking use of AI. This includes Apple's Siri, Google Assistant, Microsoft's Cortana, and Amazon's Alexa. Without the assistance of their teacher, these voice assistants enable students to communicate directly with educational materials available on the internet and in installed devices. The use of this technology is expected to facilitate the expeditious generation. As artificial intelligence rapidly grows, it is no wonder that we are seeing more and more facets of our daily lives being taught by systems that try to keep up with importunity and acquire more talent to keep AI booming. The engine will startle. But more than just education development through STEM (science, mechanical, management and engineering). However, the field is being metamorphosed by AI cores. Intelligent systems are rapidly changing in education establishments, from primary to higher education. The use of this technology is expected to enable efficient generation and instruction, allowing establishments as a whole to be more cognizant and achieve students' learning goals.

AI can bring about entirely advanced changes in education. Robots can enhance essential skills to enrich and bring digital content into the classroom, as digital instruction has already begun to evolve. An investment in AI is expected to amplify interest in the future of educational institutions, the growth of the international student market, the democratisation of higher education, and the booming financial pressures associated with increasing the number of students who wish to pursue higher education, as the main reasons for burdensome higher education via AI.

VII. OTHER PRACTICAL IMPLICATIONS

AI is impacting many fields, and education is one of them. It is a modern teaching method, or educational approach, that can address and solve many problems related to learning. The implementation and adoption of AI are inevitable in the education sector. AI technology is not limited to innovative learning, tutoring systems, and social robots. There are many other innovative technologies, such as virtual facilitators, online learning environments, learning management systems, and learning analytics, that are also making significant contributions in this area. This study presents a compelling case for the adoption and implementation of AEOIs (Automatic Exchange of Information) in educational settings. It also provides guidance to education policymakers on the importance and role of AEI in education, as well as the number of issues that AEI (Artificial Emotional Intelligence) can address. It also provides educational institutions, teachers, and students with knowledge about how, where, and when to use AIA (Artificial Intelligence and Applications). Each stakeholder can utilise the research in a manner that suits their specific needs and requirements. Additionally, educate educators about how AI is transforming the world of education and how it can assist with tasks that are currently challenging.

VIII. FUTURE OF AI IN INDIAN EDUCATION

AI has the potential to change the way we live and work. Due to its high potential, its adoption is often compared to the Fourth Industrial

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Revolution. As with any significant advance, technology opportunities both and challenges. brings Applications are being developed that may improve the quality of life. Important. The annual economic growth is expected to double over 12 years, according to a study. By 2035, on the other hand, there is also a risk of unemployment. A report from CMIE (Centre for Monitoring Indian Economy) estimates that India's unemployment rate was 6.50% in September 2022. In urban India, the rate was 7.70%, while in rural India, it was 6.00%. According to them, at least 44.85 million unemployed Indians all over India are due to a scarcity of skills and technologies (Sunil Kumar Srivastava, 2018, [11]),.

Luckily, India has a unique opportunity to apply technology to solve some of its most significant problems, Such as the Lack of medical facilities and poor quality of education, which cannot be met otherwise. The aim is to ensure access to good healthcare and quality education using conventional methods. For example, the number of doctors required to provide quality medical care is vast, which can be accomplished in a few years. AI technology offers an alternative approach to achieving the same goal. This report reviewed both the international and national landscapes of the adoption of artificial intelligence technology. Technology has the potential to boost economic growth, but it can also significantly negatively impact employment opportunities. Issues faced by each country maximize opportunities while addressing the problem of unemployment (Hughes, et.al., 2005, [3]). A report we examined from previous studies reveals developments in several other countries, highlighting the steps they are taking to address this issue. Based on this, implications from studies proposed a way forward for India, including infrastructure development, policy and regulation, research and development, and human resource development. All Stakeholders should come together and discuss these issues to make India a techno-power nation.

IX. FINDINGS OF THE STUDY

The article highlights the use of empirical research and observational data to understand the impact of AI and mixed reality (MR) in lifelong learning in education. It highlights the increasing interest in virtual reality (VR) and augmented reality (AR) within educational systems. The significance of AR in education is discussed, including its ability to enhance the learning experience, draw attention to specific aspects of the real world, and provide remote expert assistance. The importance of VR in education is also mentioned, highlighting its applications in various fields and its ability to create immersive learning experiences.

The article further explores the significance of MR, which combines AR and VR, in creating intelligent mixedreality classrooms and enhancing student learning. It acknowledges the challenges and opportunities presented by MR in the educational system, such as the availability of hardware and the need for content creators and educators to adapt to new technologies.

The impact of AI in today's educational setting is discussed, focusing on its ability to personalise learning experiences, assist students with disabilities, and provide real-time analytical tools for teachers. The significance of AI in categorizing students, identifying information, and enhancing teaching methods is highlighted.

The practical implications of AI in education are discussed, including its application in innovative learning, tutoring systems, social robots, virtual facilitators, online learning environments, and learning management systems. The study also explores the future of AI in Indian education, highlighting its potential to address challenges and improve the quality of education in India, while acknowledging the risk of unemployment associated with technological advancements.

Overall, the study provides an overview of the role of empirical research, AR, VR, MR, and AI in education, setting the stage for further exploration of their applications and impacts.

X. DISCUSSION

The significance and impact of artificial intelligence (AI) and immersive technologies in education are undeniable. These technologies have revolutionised the way we learn and teach, offering unique opportunities for personalised, interactive, and engaging educational experiences. AI and immersive technologies, such as augmented reality (AR), virtual reality (VR), and mixed reality (MR), have proven to be powerful tools for enhancing student learning, improving teaching methods, and addressing various challenges in education.

AR, with its ability to overlay virtual information on the real world, enriches the learning experience by providing interactive and context-specific content. It allows students to explore and manipulate virtual objects, enhancing their understanding and retention of complex concepts. AR textbooks and immersive experiences take learning beyond the limitations of traditional methods, enabling students to engage with subjects in a more dynamic and immersive way.

VR, on the other hand, creates simulated environments that transport students to different times, places, or scenarios. It enables experiential learning and offers opportunities for students to interact with 3D models and simulations. VR has been successfully applied in various fields, ranging from science and engineering to history and psychology, providing realistic and immersive experiences that enhance the understanding and retention of information.

MR, as a hybrid of AR and VR, combines the real and virtual worlds, offering users individual control over their surroundings. This unique characteristic of MR opens up possibilities for creating intelligent mixed reality classrooms, where teachers can utilise real-time analytics and personalised approaches to enhance student learning outcomes. MR also enables collaboration and interaction among students in both physical and virtual spaces, promoting engagement and creativity.

The impact of AI in education is equally significant. AIpowered tools and applications provide personalized learning experiences, adapt the curriculum to individual student needs, and offer real-time feedback and assessment. AI can analyze vast amounts of data and generate insights to improve teaching methods, identify learning gaps, and assist in decision-making processes. It also enables inclusive education by providing accessibility features for students with disabilities and those who face language barriers.

Despite the numerous benefits and opportunities presented

AI and immersive by technologies in education, several challenges remain to be overcome.

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The availability of capable hardware, visual overloads, and the design of intuitive interaction concepts are among the challenges that need to be addressed. However, as technology advances, these challenges are likely to be resolved, leading to even more innovative and effective educational experiences.

These technologies enhance learning experiences, foster engagement and creativity, provide personalized and adaptive learning, and empower both teachers and students with powerful tools and resources. As these technologies continue to evolve, educational institutions, policymakers, and stakeholders must embrace and effectively integrate AI and immersive technologies into the education system to prepare students for the demands of the future. By harnessing the potential of AI and immersive technologies, we can create a more inclusive, dynamic, and effective educational environment that empowers learners and prepares them for success in the digital age.

XI. CONCLUSION

As mentioned above, this study builds on a theoretical framework that emphasises the importance and significance of AI and other immersive technologies in education. Many other AI systems play a crucial role in education, including grading, evaluation, and trial-and-error learning. Future work may be conducted to explore various aspects. Future studies could quantitatively test the role to make the study more general, and could be performed on all AI applications in teaching and learning to explore this area further. MR, along with AI, has the power to change the way we use computers. It makes the impossible possible, and their potential in education is just beginning to unfold. AR interface provides seamless interaction between the real and virtual worlds. With the help of an AR system, learners interact with 3D information, Objects, and events in a natural way, supporting students' development.

Based on AR, it supports seamless interaction between real and virtual environments in education, utilising concrete interface metaphors for object manipulation. The Ability to smoothly transition between reality and VR, coordinating a team of experts to find potential augmented reality solutions to educational problems, is critical to achieve realistic solutions. We need to design and coordinate interdisciplinary research projects, with objectives to improve them.

Content and environment. Educators should work with researchers to develop AR interfaces. When well thought out, Mixed Reality (MR) allows us to create compelling learning environments and explain even complex scenarios and make them more realistic for students. We can anticipate that MR environments will be made available to a broader audience, including academics and educators, in the near future. In the study, we focused on pedagogical and technological challenges, as well as the numerous options for personalized, improved, and ubiquitous learning. We anticipate the availability of MR systems in the educational system in the future for a variety of use cases, personalized and engaging learning materials are available (Liangfu Jiang, 2021, [6]). MR breaks down emotional barriers and allows students to experience life from a new perspective, utilising immersive technology to create environments that foster collaboration among learners, providing them with access to previously unattainable experiences.

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