

Reality Melting into Augmented Future

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Abstract

The presentation is concerned with tracing emerging technology, that enables expansion of visible reality with an artificial visual structure or even complete coverage of real visible layer with artificial one. Firstly, the basic principles and the potential of the future complex augmented and virtual reality systems are defined through well-established current technologies. Augmenting reality is technological process of adding additional layers to reality. Those layers can be perceived as traditional sensorics information. In general, this presentation deals with the new possibilities of visual information mediation.

The primary goal of the presentation is to show possible ways of application of the mentioned technologies into the teaching of art history and art education. Giving specific examples of potential use of the augmented and virtual reality is illustrating those possibilities.

Undertaken research based on using available technology for virtual reality simulation on the specified group of pupils can open discussion on the established methods of teaching art. Therefore, the main aim of this presentation is to challenge the traditional concept of art education and to demonstrate new

creative methods of art teaching in both practical and theoretical ways with using new virtual and augmented reality devices.

The conclusion of this presentation is a reflection of the risks associated with the use of presented technology. There is a danger of development of psychological and physical problems associated with using such technology.

Keywords

Virtual reality, Augmented reality, Oculus Rift, Magic Leap, VR, AR.