

Exploring learners' attitudes toward augmented reality learning system

Hsiu-Mei Huang

Department of Information Management, National Taichung University of Science and Technology

129, Sec. 3, Saming Rd., Taichung, 404, Taiwan

E-mail: hmhuang@nutc.edu.tw, Phone: 886-4-22196609

Yen-Hsiang Andrew Liaw

Department of Computer Science, Simon Fraser University, Canada

E-mail : yhandrew.liaw@hotmail.com

Yen-Ting Angela Liaw

Faculty of Arts, University of British Columbia, Canada

E-mail : ytangela.liaw@gmail.com

Shu-Sheng Liaw

General Education Center, China Medical University

91 Shiuesh Rd., Taichung, 404, Taiwan

E-mail: ssliaw@mail.cmu.edu.tw ,Phone: 886-4-22053366 Ext. 6319

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.