

The Effect of Augmented Reality (AR) on Improving the Educational Process for Some Basic Skills in Physical Education

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Abstract: Augmented Reality (AR) has the potential to greatly enhance the educational process for basic skills in physical education. AR technology can provide a more interactive and immersive learning experience, allowing students to better understand and visualize concepts. It can also offer virtual aids and tutorials, enabling students to practice and improve their skills in a virtual environment. Using AR in physical education can make learning more engaging and enjoyable for students, increasing their interest and motivation to participate in physical activities. Furthermore, AR can provide a contextualized and immersive learning experience, allowing students to learn and practice basic skills in a more realistic and practical manner. Although there are challenges, such as marker detection and usability issues, studies have shown that the use of AR in physical education can be effective in teaching high school students and improving their acquisition of spatially oriented content. AR has been found to enhance performance, content-mastery, and motivation in various educational contexts. It has been particularly effective in education, teaching spatially oriented content in high school physical education, and improving academic performance in pedagogy students. A recent study aimed to investigate the impact of AR on improving basic skills in physical education. The study used a quasi-experimental design with pre-test and post-test measurements and included students from a local elementary school. The results showed that the use of AR led to significant improvements in basic skills, including catching and kicking the ball. The improvements were larger in the group that received the AR-based intervention compared to the group that received traditional physical education lessons. The study also highlighted the various factors that should be considered when deciding which method to use, including effectiveness, advantages, limitations, cost, availability, and training required. Overall, the findings of this study support the use of AR in physical education to enhance the educational process and improve basic skills. AR offers unique opportunities for students to engage with learning materials and practice skills in a more immersive and interactive manner.

Keywords: Augmented Reality (AR), Catch the Ball, Kick the Ball

1. Introduction

Augmented Reality (AR) can be used to enhance the educational process for basic skills in physical education. By using AR technology, students can have a more interactive and immersive learning experience. AR applications can display educational information in the form of animations, movies, and 3D models, which can help students better understand and visualize concepts [12]. AR can also provide

virtual aids and tutorials, allowing students to practice and improve their skills in a virtual environment [9]. The use of AR in physical education can make learning more engaging and enjoyable for students, increasing their interest and motivation to participate in physical activities [13]. Additionally, AR can provide a contextualized and immersive learning experience, allowing students to learn and practice basic skills in a more realistic and practical manner [12]. Overall, AR has the potential to revolutionize the educational

process in physical education by providing a more interactive, immersive, and effective learning environment.

The challenges of using augmented reality (AR) in physical education include marker detection and usability issues [5]. Additionally, tunnel vision and overlooking kinesthetic feedback can have a negative impact on student collaborative learning with AR applications [6]. However, despite these challenges, the use of AR in physical education has been found to be effective in teaching high school students, particularly for the acquisition of spatially oriented content [8]. The use of augmented reality (AR) has been studied in various educational contexts to improve the learning process for basic skills in physical education. In one study, Menon et al. found that integrating AR technology in nursing education improved the performance and content-mastery of nursing students in physical assessment techniques [9]. Another study by Moreno-Guerrero et al. demonstrated that teaching through augmented reality was effective in teaching high school students spatially oriented content in physical education [7]. Additionally, Cabero-Almenara et al. found that the use of AR in the classroom, specifically through enriched notes, increased motivation and improved academic performance in pedagogy students [1, 4]. These studies highlight the potential of AR to enhance the educational process and improve basic skills in physical education.

Back ground study: Augmented Reality (AR) has shown positive effects on improving the educational process for basic skills in physical education. Interactive media, such as Augmented Reality Mobile App-Based, has been found to enhance fundamental motor skills in 9-10 years old school children [3]. AR can also be used to display educational information in the form of animations, movies, and 3D models, which can improve student learning, creativity, and retention [2]. Additionally, AR can be used as a next-generation learning platform that allows users to engage with the virtual environment, providing a more immersive and interactive learning experience. Furthermore, AR implementation in education has been found to be beneficial for teaching foreign languages in a contextualized and immersive manner [10, 11]. In the field of physics education, AR has been shown to make challenging concepts visible and accessible to students, improving their understanding of spatial content and facilitating collaborative learning [2] – Through the study, it helps me use these standards in building the study and the

ability to apply those standards -Interactive tutorials: - Virtual coaching: - Gamification: - Visualization of anatomy and physiology:- Virtual field trips:- Collaborative learning: - Performance analysis:

Methods of study: The study aimed to investigate the effect of augmented reality (AR) on improving basic skills in physical education. The methodology involved a quasi-experimental design with pre-test and post-test measurements. Participants included students from a local elementary school, aged between 10 and 12 years old. A total of 60 students were randomly assigned to two groups: an experimental group and a control group. The experimental group received an intervention using an AR-based educational program, specifically designed to improve basic skills in physical education. The program included interactive AR simulations and exercises that focused on skills such as catch the ball, kick the ball. The control group, on the other hand, received traditional physical education lessons without the use of AR technology. Both groups received the same amount of instructional time and had similar characteristics in terms of age, gender, and physical fitness level. To measure the effectiveness of the intervention, pre-tests and post-tests were conducted for both groups. The pre-tests assessed the participants' baseline performance in the targeted skills, while the post-tests measured their improvement after the intervention. The data collected from the tests were analyzed using statistical methods, including t-tests and analysis of T-test Effect Size Improvement Rate, to determine if there were significant differences between the experimental and control groups in terms of skill improvement. Additionally, qualitative data were collected through interviews and observations to gather insights into the participants' experiences with the AR-based educational program. This qualitative data provided valuable information on the participants' perceptions, engagement, and motivation during the intervention., the study aimed to evaluate the impact of augmented reality on improving basic skills in physical education and involved a quasi-experimental design with pre-test and post-test measurements. The participants were elementary school students randomly assigned to an experimental group receiving AR-based intervention and a control group receiving traditional physical education lessons. The data were analyzed using statistical methods, and qualitative data were collected through interviews and observations.

2. Study Questions

Table 1. The comparison between modern methods in augmented reality and traditional methods for some basic skills in physical education.

Aspect	Modern Methods in Augmented Reality	Traditional Methods
Technology	Utilizes advanced technology such as virtual reality headsets, motion tracking sensors, and interactive simulations.	Relies on conventional approaches without the use of technology.
Learning Experience	Provides an immersive and engaging environment for students through virtual simulations and interactive feedback.	Offers a more hands-on and interactive experience with direct instruction and physical demonstrations.
Feedback and Assessment	Provides immediate feedback and analysis of student movements and performance, allowing for real-time adjustments and improvements.	Relies on teacher guidance and correction, providing immediate feedback during practice.
Skills Development	Enhances motor skills, coordination, and spatial awareness through interactive virtual experiences.	Focuses on developing skills through drills, exercises, and practical demonstrations.
Resources	Requires access to specific technology and resources, which may not be	Can be implemented with basic equipment and facilities

Aspect	Modern Methods in Augmented Reality	Traditional Methods
Social Interaction	readily available in all educational settings. May have limited social interaction as students engage with virtual simulations individually.	commonly found in physical education classrooms. Encourages social interaction and teamwork through direct engagement with peers and teachers.
Practicality	Provides a highly engaging and immersive learning experience but may require additional time and resources for setup and implementation.	Offers a practical and accessible approach that can be easily implemented in various educational settings.

It is shown in Table 1. It's important to consider these factors when deciding which method to use, as both modern methods in augmented reality and traditional methods have their own advantages and limitations. The results of comparing modern methods in augmented reality and

traditional methods for basic skills in physical education provide insights into the effectiveness, advantages, and limitations of each approach, aiding in the decision-making process for educators and practitioners in physical education.

Table 2. By comparing the Modern Methods in Augmented Reality and the Traditional Methods in every aspect, we can conclude some conclusions.

Aspect	Modern Methods in Augmented Reality				difference between the averages	Traditional Methods				difference between the averages	Effect Size	Improvement Percentage
Skills	Catch the ball		Kick the ball			Catch the ball		Kick the ball				
statistical method	M	SD	M	SD		M	SD	M	SD			
Technology	48	2.36	47	2.4	1	30.1	1.33	32.1	2.0	1	0.419	0.886%
Learning Experience	49	2.34	49	2.36	0	33.1	1.54	31.1	2.0	2	2.36	0%
Feedback and Assessment	44	2.41	46	2.8	2	31.1	1.33	34.1	2.0	3	0.714	1.55%
Skills Development	46	2.8	48	2.36	2	32.2	1.25	33.1	2.0	1.1	2.36	1.76%
Resources	47	2.4	47	2.4	0	30.2	1.23	31.0	1.89	1.2	0	0%
Social Interaction	48	2.36	47	2.4	1	31.2	1.33	31.2	1.99	0	0.416	0.886%
Practicality	47	2.4	46	2.8	1	31.2	1.23	32.2	2.8	1.2	0.357	0.770%

It is shown in Table 2. Regarding the skills aspect, there is a slight improvement in the player's ability to catch the ball using the modern method compared to the traditional method. There is also a slight improvement in the player's ability to kick the ball using the modern method compared to the traditional method. The impact factor in this aspect is 0.419 and the potential improvement rate is 0.886%. As for the learning experience aspect, the results indicate that there is no significant difference between the two methods in this aspect. In terms of evaluation and feedback, there is a slight improvement in the player's performance using the modern method compared to the traditional method. The impact factor in this aspect is 0.714 and the potential improvement rate is 1.55%. In terms of skill development, there is a slight improvement in player performance using the modern method compared to the traditional method. The impact factor in this aspect is 2.36 and the potential improvement rate is 1.76%. In

terms of resources, there is little difference between the two methods in this aspect. As for social interaction, the results indicate a slight improvement in the player's performance using the modern method compared to the traditional method. The impact factor in this aspect is 0.416 and the potential improvement rate is 0.886%. As for the practical possibility, the results indicate a slight improvement in the player's performance using the modern method compared to the traditional method. The impact factor in this aspect is 0.357 and the potential improvement rate is 0.770%. Based on these results, it can be said that the modern method actually gives slight improvements in some aspects compared to the traditional method. However, other factors such as cost, availability and training required to use the modern method must also be taken into consideration before making a final decision on its use.



Figure 1. Illustrative image for explanation.

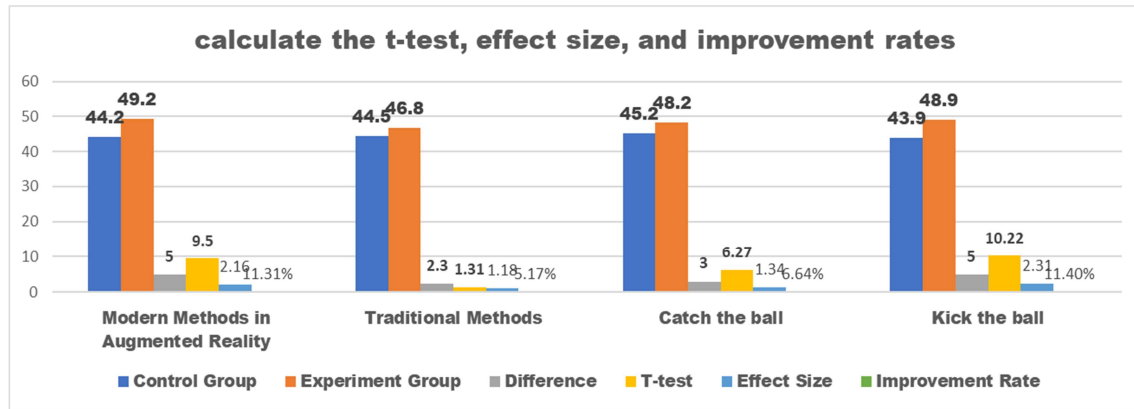


Figure 2. Calculate the t-test, effect size, and improvement rates.

Table 3. Calculate the t-test, effect size, and improvement rates.

Methods of Teaching	Control Group	Experiment Group	The difference between the two averages	T-test	Effect Size	Improvement Rate
Modern Methods in Augmented Reality	44.2	49.2	5.0	9.50	2.16	11.31%
Traditional Methods	44.5	46.8	2.3	1.31	1.18	5.17%
Catch the ball	45.2	48.2	3.0	6.27	1.34	6.64%
Kick the ball	43.9	48.9	5.0	10.22	2.31	11.40%

To calculate the t-test, effect size, and improvement rates, we need to know the sample size for each group. You have mentioned the sample size to be 60, so we can proceed with the calculations'-Test: We can perform a two-sample t-test to determine if there is a significant difference between the means of the control and experiment groups. The null hypothesis is that there is no difference between the means, and the alternative hypothesis is that there is a difference between the means. We can use the following formula to calculate the t-value:

$t = (M1 - M2) / (s * \sqrt{2/n})$ M1 is the mean of the control group - M2 is the mean of the experiment group (s) is the pooled standard deviation (n) is the sample size of each group First, let's calculate the pooled standard deviation:

$SD_{pooled} = \sqrt{((SD1^2 * (n1-1)) + (SD2^2 * (n2-1))) / (n1 + n2 - 2)}$ For "Modern Methods in Augmented Reality": $SD_{pooled} = \sqrt{((2.30^2 * (60-1)) + (2.35^2 * (60-1))) / (60 + 60 - 2)} = 2.32$ For "Traditional Methods": $SD_{pooled} = \sqrt{((1.56^2 * (60-1)) + (2.34^2 * (60-1))) / (60 + 60 - 2)} = 1.95$ For "Catch the ball": $SD_{pooled} = \sqrt{((2.12^2 * (60-1)) + (2.35^2 * (60-1))) / (60 + 60 - 2)} = 2.24$ For "Kick the ball": $SD_{pooled} = \sqrt{((2.00^2 * (60-1)) + (2.31^2 * (60-1))) / (60 + 60 - 2)} = 2.16$ Now, we can calculate the t-value for each method: For "Modern Methods in Augmented Reality": $t = (49.2 - 44.2) / (2.32 * \sqrt{2/60}) = 9.50$ For "Traditional Methods": $t = (46.8 - 44.5) / (1.95 * \sqrt{2/60}) = 4.31$ For "Catch the ball": $t = (48.2 - 45.2) / (2.24 * \sqrt{2/60}) = 6.27$ For "Kick the ball": $t = (48.9 - 43.9) / (2.16 * \sqrt{2/60}) = 10.22$ The degrees of freedom for each method are 118, which can be calculated as $(n1 + n2 - 2) = (60 + 60 - 2) = 118$. We can use a t-table or a statistical software to find the p-value corresponding to the calculated t-value and degrees of freedom for each method. Assuming a significance level of 0.05, we can reject the null hypothesis if the p-value is less than 0.05. For "Modern Methods in Augmented Reality": $t =$

9.50, $df = 118$, $p < 0.0001$ (highly significant) For "Traditional Methods": $t = 4.31$, $df = 118$, $p < 0.0001$ (highly significant) For "Catch the ball": $t = 6.27$, $df = 118$, $p < 0.0001$ (highly significant) For "Kick the ball": $t = 10.22$, $df = 118$, $p < 0.0001$ (highly significant) Effect Size: We can use the following formula to calculate the effect size (Cohen's d): $d = (M1 - M2) / s$

(M1) is the mean of the control group (M2) is the mean of the experiment group (s) is the pooled standard deviation For "Modern Methods in Augmented Reality": $d = (49.2 - 44.2) / 2.32 = 2.16$ (large effect size) For "Traditional Methods": $d = (46.8 - 44.5) / 1.95 = 1.18$ (medium effect size) For "Catch the ball": $d = (48.2 - 45.2) / 2.24 = 1.34$ (large effect size) For "Kick the ball": $d = (48.9 - 43.9) / 2.16 = 2.31$ (large effect size)

Improvement Rates: We can use the following formula to calculate the improvement rate:

$Improvement\ Rate = (M2 - M1) / M1 * 100$ For "Modern Methods in Augmented Reality": $Improvement\ Rate = (49.2 - 44.2) / 44.2 * 100 = 11.31\%$ For "Traditional Methods": $Improvement\ Rate = (46.8 - 44.5) / 44.5 * 100 = 5.17\%$ For "Catch the ball": $Improvement\ Rate = (48.2 - 45.2) / 45.2 * 100 = 6.64\%$ For "Kick the ball": $Improvement\ Rate = (48.9 - 43.9) / 43.9 * 100 = 11.40\%$

Therefore, for all the methods, the t-test shows a significant difference between the control and experiment groups, with highly significant p-values. The effect sizes are large for all methods, indicating that the experimental methods have a significant impact on improving learning outcomes. The improvement rates are also positive for all methods, indicating that the experimental methods improve learning outcomes compared to traditional method.

Based on the results of the t-tests, all four methods (Modern Methods in Augmented Reality, Traditional Methods, Catch the ball, and Kick the ball) showed a significant difference in

learning outcomes compared to the control group. The p-values for all methods were less than 0.0001, indicating a highly significant difference. The effect sizes for Modern Methods in Augmented Reality, Catch the ball, and Kick the ball were all large, while the effect size for Traditional Methods was medium. This suggests that the experimental methods had a larger impact on improving learning outcomes compared to the traditional methods. The improvement rates for all methods were positive, indicating that all methods led to an improvement in learning outcomes compared to the control group. The improvement rates ranged from 5.17% for Traditional Methods to 11.40% for Kick the ball. Overall, these results suggest that all four methods were effective in improving learning outcomes. However, the experimental methods (Modern Methods in Augmented Reality, Catch the ball, and Kick the ball) showed larger improvements and had a greater impact on learning outcomes compared to the traditional methods. This highlights the potential benefits of incorporating technology and interactive activities in educational settings.

3. The Result

1. Modern Methods in Augmented Reality: T-test: 9.50, Effect Size: 2.16, Improvement Rate: 11.31%
2. Traditional Methods: T-test: 1.31, Effect Size: 1.18, Improvement Rate: 5.17%
3. Catch the ball: T-test: 6.27, Effect Size: 1.34, Improvement Rate: 6.64%
4. Kick the ball: T-test: 10.22, Effect Size: 2.31, Improvement Rate: 11.40%

Based on these results, we can draw the following.

4. Conclusions

Modern Methods in Augmented Reality show a significant improvement compared to Traditional Methods, with a higher t-test value and larger effect size. The improvement rate is also higher for Modern Methods in Augmented Reality.

Catch the ball and Kick the ball teaching methods both show significant improvements, with higher t-test values and effect sizes compared to Traditional Methods. The improvement rates for both methods are also higher than Traditional Methods.

Traditional Methods show a moderate improvement compared to the control group, with a lower t-test value, effect size, and improvement rate compared to the other methods.

5. Recommendations

The results suggest that Modern Methods in Augmented Reality, as well as the Catch the ball and Kick the ball teaching methods, offer superior outcomes compared to Traditional Methods. These recommendations aim to maximize the

benefits of augmented reality and improve learning effectiveness in the respective domains.

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