



Metaphor Mastery: AR Dictionary Flashcards for E-learning

THE AIM:

The research presents an innovative and interactive educational tool that combines traditional flashcards with augmented reality technology. These augmented flashcards are designed to enhance the learning experience by incorporating digital elements, typically through the use of a smartphones, tablet, or other AR-enabled devices. The focus of the learning process is on metaphorical terms.

What is Augmented Flashcards?

Flashcards are a learning and study tool commonly used to aid in memorization and quick review of information. They consist of a set of small cards, typically made of paper. The Augmented flashcards are digital equivalents, that can be accessed by augmented application. Each card usually contains a question, term, or concept on one side and its corresponding answer, definition, or explanation on the other side. In our case, augmented flashcards a designed to learn the metaphorical terms.

What is Metaphor term?

Metaphor terms are words or expressions used to figuratively or symbolically describe objects or concepts beyond their literal meanings, especially within specialized communication situations. The study of metaphor terms is pertinent to the study of language and human communication, including specialized communication..

How it works:

Here's how augmented reality flashcards work:

- 1. Physical Flashcards:** Like traditional flashcards, augmented reality flashcards are physical cards with information, such as words, images, or symbols, printed on them.
- 2. Augmented Reality App:** Users need to have an augmented reality app installed on their device, such as a smartphone or tablet.
- 3. Scanning:** When the user points their device's camera at the flashcard, the app recognizes and scans the card.
- 4. Digital Enhancements:** After scanning, the app overlays digital content on the physical flashcard, including supplementary details, illustrations, and etymological information about the metaphorical term. This information is sourced from the book "Didactics of Metaphor: Small Romanian-English Dictionary of Metaphor Terms," coordinated by Dr. E. Mincu.

Advantages of our Application?

In general, augmented flashcards of metaphor aims to teach and understand metaphors in a structured and guided manner, nurturing communication skills and the interpretation of metaphorical meanings in various contexts, both common and specialized.

The social-economic impact:

Social Impact: Inclusivity in Education: Augmented reality technology can make learning more accessible to a wider audience, including individuals with different learning styles and abilities. This inclusivity can help bridge educational disparities. **Versatile Learning Tool:** The project's innovative approach can be adapted to various educational levels and subjects, making it a versatile tool for educators, students, and lifelong learners. **Digital Literacy:** Introducing augmented reality technology fosters digital literacy, an essential skill in today's world. Learners are exposed to and become more comfortable with cutting-edge technology.

Economic Impact: Workforce Development: The project can contribute to a more skilled and adaptable workforce. Individuals equipped with a better understanding of metaphorical terms and a proficiency in digital technology may find more job opportunities and career advancement. **Innovation in Education Technology:** The use of augmented reality in education contributes to innovation in the educational technology sector. It can lead to the development of more sophisticated and effective learning tools, fostering economic growth in the edtech industry. **Global Competitiveness:** A well-educated workforce with digital literacy skills can enhance a country's global competitiveness, attracting businesses and investments.

