



# The Future of Education: Augmented Reality for Sumerian Language in Iraqi Schools

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## Abstract

For decades, the main means of imparting knowledge has been through traditional classroom settings. However, education has always been a crucial component of human development. But the introduction of technology into the classroom has fundamentally changed the way that people learn, providing pupils with fresh and interesting experiences. The origins of technology in education can be found in the late 1800s when scientific curriculum development was formalized in response to shifting societal concerns and settings. The most important contribution to civilization to date is the cuneiform writing system on clay tablets. The Sumerians were the first to create a practical and efficient writing system and to advance it into a potent means of communication successfully. Writing on clay dates back to 5000 years ago. These days, augmented reality (AR) technology makes studying more interesting and productive by allowing students to view and engage with knowledge in novel and fascinating ways. According to studies, implementing augmented reality (AR) in the classroom can enhance learning results, motivation, and student engagement. It offers pupils a singular chance to learn by doing, which helps them retain information better than when they learn it passively. Teachers may give students a more effective and engaging learning experience that better equips them for the challenges of the twenty-first century by utilizing augmented reality technologies. In an effort to enable Iraqi students at grade five to receive an education and connect with their historical language, this initiative focuses on exploring, researching, and incorporating the Sumerian language in classes and schools in Iraq utilizing augmented reality technology.

**Keywords:** education, augmented reality, Sumerian language, interactive.