ARECO: CHILDREN'S EDUCATION SYSTEM TO RECOGNIZE ANIMALS AND PLANTS' PATTERNS AND BEHAVIOURS IN VARIOUS ECOSYSTEMS USING AUGMENTED REALITY (AR)

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ABSTRACT

As children is known as one of the most important aspects of society, children's education is something serious to be taken of. ARECO leverages Augmented Reality (AR) technology to create an immersive educational platform aimed at enhancing children's understanding of animal and plant patterns and behaviours across different ecosystems. This innovative system integrates interactive AR experiences with educational content, enabling children to engage with and explore natural environments in a virtual setting. By simulating various ecosystems and their inhabitants, ARECO provides an engaging and effective learning tool that fosters curiosity and knowledge about biodiversity and environmental science.

Keywords: Children Education, Augmented Reality, Ecosystem