

WEARABLE COMPUTING IN E-EDUCATION

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Emerging technologies such as mobile computing, sensors and sensor networks, and augmented reality have lead to innovations in the field of wearable computing. Devices such as smart watches and smart glasses, allow users to interact with devices worn under, with or on top of clothing. This paper analyzes the possibilities of application of wearable computing in e-education. The focus is on integration of wearables into e-education systems, so to support ubiquitous learning, interaction and collaborative work. We give a model for integration of wearable technology in an e-education system and discuss technical, pedagogical and social aspects.

Keywords: wearable computing, mobile computing, e-learning