THE EFFECT OF USING AUGMENTED REALITY TECHNOLOGY IN COMPUTER CLASSES ON THE ACHIEVEMENT OF STUDENTS IN THE 3RD GRADE SECONDARY IN THE JAZAN REGION

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ABSTRACT: *The research aims to investigate the effect of using augmented reality technology in computer classes on the achievement of students in the 3rd grade secondary in the Jazan region. The researcher used the quasi-experimental approach and the sample of the research is (34) students for the second semester of the academic year 1436/1437 AH, distributed in two groups: the first one is the control group of (17) students studied the traditional way. The other group is the experimental of (17) students studied via the augmented reality technology by using (Aurasma) application. The researcher depended on the (written) achievement test as a tool in the research, which measures three levels and they are: (Remembering, understanding, and analysis.) The validity of the test was tested by arbitrators that are specialist with experience, and competency in computers and educational supervisors in the computer field. The results showed that learning using augmented reality technology has had a statistically significant effect in favor of the experimental group students in the development of all three levels of achievement at the significance level (0.01) compared to the control group students. This result is attributable to the features of the Augmented Reality technology that make it outstand the traditional method used in the teaching of computer. The researcher recommends making use of augmented reality technology in the teaching of computer, which increases academic achievement among students.*

KEY WORD*: Augmented Reality Technology, Computer Classes, Achievement.*