USING AUGMENTED REALITY ON FOREIGN LANGUAGE EDUCATION AND CREATING EDUCATIONAL GAME

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Abstract
Elementary education is one of the most important time period in students' lifes. Because the main infrastructure of the student is elemantary education and this has to be build upon strong base. In order to succes in this goal we need well planned education programs. The technologies in education programs are consistently changing and that is why differences in education pragrams can be seen. It has become unavoidable that the technologies are used in education. At the present, computers vary with the developing technologies. We are able to use mobile technologiessuch as smartphones and tablets. Therefore, reachability to information has became faster and easier. One of the technologies we use today is Augmented Reality. This technology is used in many areas such as marketing, medical areas, military and education. In this study, educational game has been created for improving the performance of the sutudents in English lesson.

Keywords: Augmented Reality, Education, Educational Technology, Mobile Technology.