

Supplementary Materials

Table S1. Summary of AR literature review.

AR Review of Literature Articles	Sections Developed in the Article	Periods Taken for AR Study	Purpose of the Paper	Mentioned Areas Where AR is Implemented
Augmented Reality: A Review	History of augmented reality, what is augmented reality? How Augmented Reality Systems Work?, Current uses of Augment Reality, Challenges for Augmented Reality, and Implications for libraries.	AR reviewed until 2009	Describing a summary of AR to talk about what it is, how it functions, its recent applications, and its possible effect on libraries.	Marketing, entertainment, sightseeing, industry, fashion, and medicine. (Slightly described)
A Survey of Augmented Reality	Introduction, Definition and Taxonomy, History, AR tracking Technology, AR Display Technology, AR Development Tools, AR Input and Interaction Technologies, Design Guidelines, and Interface Patterns, Evaluation of AR systems, AR Applications Today, Research Directions, and Conclusions.	From 1963 to the present day (2015)	A summary of key AR technologies such as Tracking, Display, and Input Devices. It also mentions development tools, interaction Design methods and evaluation Techniques and finally, favorable directions for AR future work.	Education, Architecture, and Marketing
A systematic review of Augmented Reality content-related techniques for knowledge transfer in maintenance applications	Introduction, Methodology, Analysis, Results, Discussions, Conclusions, and Future Works.	2012 to 2017	To identify AR's potential for knowledge transfer in the context of maintenance applications.	Industrial Maintenance
A review of using Augmented Reality in Education from 2011 to 2016	Introduction, Method, Results, and discussion (Number of papers published, Number of Journal Publications in this review, Major contributing countries in this review, Sample groups in this review, Research field in this review, Research methods and design in this review), Effectiveness of using AR in this review, Trends and future vision, and Conclusions.	From 2011 to 2016	It describes a study of literature on AR in educational contexts contemplating the uses, benefits, characteristics, and efficacy of AR in educational settings.	Education
Augmented Reality: an overview	Introduction, history, AR technologies, AR Mobile Systems, Applications, Future for AR Applications, iPhone Projects: AR (Ideas).	From 1950s to 2011	It gives a wide summary of the main concepts of AR, its recent systems, and applications. It provides a guide for recent, ongoing AR investigations, and	Advertising and commercial, entertainment and education, medical applications,

<p>Application Analyses, challenges, and development of Augmented Reality in entertainment, medicine, marketing, industry, and education.</p>	<p>Introduction, Materials, and Methods, Results (Education, Marketing, Industry, Medicine, Entertainment), Discussions of the results, Conclusions, and Recommendations for future AR research implementations.</p>	<p>From 2017 to the present day (2023)</p>	<p>estimates potential ideas for AR implemented in iPhone. It provides an examination of AR applications in articles selected from 2017 to 2021 finding coincidences in current AR uses, important obstacles, challenges, problems, and benefits that are necessary to consider for future application of this technology in the areas of education, marketing, industry, medicine, and entertainment. It includes recommendations for future AR research implementations.</p>	<p>Mobile (iPhone) applications, Education, Marketing, Industry, Medicine, Entertainment</p>
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Table S2. Titles selected for AR study in education.

Education				
IEEE Xplore	Science Direct	Google Academic	Taylor & Francis	Springer
<p>Augmented Reality and Virtual Reality for Learning: An Examination Using an Extended Technology Acceptance Model</p>	<p>Improving stroke education with augmented reality: A randomized control trial</p>	<p>The Impact of an Augmented Reality Application on the Learning Motivation of Students</p>	<p>Interaction analysis of teachers and students in inquiry class learning based on augmented reality by iFIAS and LSA</p>	<p>Improving the Learning of Mechanics Through Augmented Reality</p>
<p>Knowing Your Student: Targeted Teaching Decision Support Through Asymmetric Mixed Reality Collaborative Learning</p>	<p>Virtual and augmented reality for the biological microscope in experiment education</p>	<p>Application of augmented reality technologies for the preparation of specialists of a new technological era</p>	<p>Augmented reality sandboxes: children's play and storytelling with mirror worlds</p>	<p>Evaluation of the ARTutor augmented reality educational platform in tertiary education</p>
<p>Adoption of Virtual and Augmented Reality for Mathematics Education: A Scoping Review</p>	<p>Augmented reality for the hands-on studying of the human body for elementary school students</p>			

Table S3. Titles selected for AR study in industry.

Industry				
IEEE Xplore	Science Direct	Google Academic	Taylor & Francis	Springer
A Practical Evaluation of Commercial Industrial Augmented Reality Systems in an Industry 4.0 Shipyard	Food 4.0: Implementation of the Augmented Reality Systems in the Food Industry	Maintenance in aeronautics in an Industry 4.0 context: The role of augmented reality and additive manufacturing	Disassembly sequence planning validated thru augmented reality for a speed reducer	The efficient integration process of production data into Augmented Reality based maintenance of machine tools
A Review on Industrial Augmented Reality Systems for the Industry 4.0 Shipyard	Creating an Open-Source Augmented Reality Remote Support Tool for Industry: Challenges and Learnings	Technology acceptance model for augmented reality and building information modeling integration in the construction industry		Improving AR-powered remote assistance: a new approach aimed to foster operator's autonomy and optimize the use of skilled resources
		MARMA: A mobile augmented reality maintenance assistant for fast-track repair procedures in the context of Industry 4.0		
C.DOT—Convolutional Deep Object Tracker for Augmented Reality Based Purely on Synthetic Data				

Table S4. Titles selected for AR study in marketing.

Marketing				
IEEE Xplore	Science Direct	Google Academic	Taylor & Francis	Springer
Spatial Augmented Reality-Based Customer Satisfaction Enhancement and Monitoring System	Setting the future of digital and social media marketing research: Perspectives and research propositions	Augmented Reality Marketing: A Technology-Enabled Approach to Situated Customer Experience	Not Found	Measuring the appeal of mobility-augmented reality games, based on the innovative models of interaction: a case study
E-Marketing via Augmented Reality: A Case Study in the Tourism and Hospitality Industry	Augmented reality is eating the real world! The substitution of physical products for holograms	Strategic approaches to augmented reality deployment by luxury brands	Not Found	Seeing eye to eye: social augmented reality and shared decision making in the marketplace
		We Are at home: How augmented reality reshapes mobile marketing and consumer-brand	Not Found	Augmenting the eye of the beholder: exploring the strategic potential of augmented reality to enhance online service experiences
		Beyond the gimmick: How affective responses drive brand attitudes and		Marketing research on Mobile apps: past, present and future

intentions in
augmented reality
marketing

Table S5. Titles selected for AR study in medicine.

Medicine				
IEEE Xplore	Science Direct	Google Academic	Taylor & Francis	Springer
Effects of Virtual Reality and Augmented Reality on Induced Anxiety	Augmented reality-based visual-haptic modeling for thoracoscopic surgery training systems	Medical Augmented Reality Visualizer for Surgical Training and Education in Medicine	Toward natural 3D interaction for laparoscopic augmented reality registration	Patient-specific 3D printed and augmented reality kidney and prostate cancer models: impact on patient education
Projected Augmented Reality to Drive Osteotomy Surgery: Implementation and Comparison with Video See-Through Technology	The design choices for the development of an Augmented Reality game for people with visuospatial neglect	Augmented Reality for Guideline Presentation in Medicine: Randomized Crossover Simulation Trial for Technically Assisted Decision making	Influence of sampling accuracy on augmented reality for laparoscopic image-guided surgery	A workflow to generate patient-specific three-dimensional augmented reality models from medical imaging data and example applications in urologic oncology
	Chapter 4— Augmented reality, virtual reality, and new age technologies demand escalates amid COVID-19	Providing dementia education with augmented reality: a health sciences and medicine feasibility pilot study		

Table S6. Titles selected for AR study in entertainment.

Entertainment				
IEEE Xplore	Science Direct	Google Academic	Taylor & Francis	Springer
Eye-Contact Game Using Mixed Reality for the Treatment of Children with Attention Deficit Hyperactivity Disorder	Development of augmented reality serious games with a vibrotactile feedback jacket	EAR: Enhanced Augmented Reality System for Sports Entertainment Applications	Not Found	Designing and implementing interactive and realistic augmented reality experiences
Effectiveness of Kinesthetic Game-Based Training System in Children with Visual-Perceptual Dysfunction	EmoFindAR: Evaluation of a mobile multiplayer augmented reality game for primary school children	An interactive information system that supports an augmented reality game in the context of game-based learning	Not Found	Patient-Tailored Augmented Reality Games for Assessing Upper Extremity Motor Impairments in Parkinson's Disease and Stroke
Near-contact Person-to-3D Character Dance Training: Comparing AR and VR for Interactive Entertainment				
Effects of gamified augmented reality in public spaces				