**REPORT ON FUTURE OF EDUCATION IN SRI LANKA**

[](https://en.wikipedia.org/wiki/File:Flag_of_Sri_Lanka.svg)

# **Introduction**

Learning is a life-long journey, that every creature acquires from their birth to death. The process of learning is differentiated into formal and informal education. Education is known to be treated as the backbone of any civilized society. Moreover, formal education system plays a crucial role in a country’s sustainable development by enhancing the knowledge, skills, attitude and competencies of its workforce.

The Democratic Socialist Republic of Sri Lanka is an island nation in South Asia, known as Ceylon from the beginning of the British Colonial period. In 1948, she gained independence and adopted a name of Sri Lanka with a new constitution in 1972. Since then, Sri Lanka strove for economic self-reliance, nationalized agricultural and manufacturing production and unified a diverse array of schools into one state system. workforce.

Sri Lanka's education structure is divided into five parts: **primary, junior secondary, senior secondary, collegiate, and tertiary**. Gaining access to a formal education system is a difficult or expensive exercise for the people in many countries. So, since 1944, the concept of free education was initiated by C W Kannangara in Sri Lanka therefore being recognized as father of free education, still Sri Lanka is criticized for not being progressively improved and developed for a long time to cope with the changing world.

# **SOLUTION**

**WHICH TECHNOLOGY AND WHY?**

There will be many solution ideas but the solution that comes up with the use of the available resources is the best in overall prospective. So, the best solution we came up with keeping the current available situation is AR-VR (Augmented Reality & Virtual Reality). AR-VR is a gadget with a realistic visual effect which is made using computer software that allows to replicate real world in virtual world. This technology is used by many developed countries in educational sectors like: Engineering, Medical, Designing, and for visual experiments.

AR-VR is a futuristic technology, future technology that will help us to move a step forward to improvise digital education by changing and improvising the old concept of teaching and learning with easiness and learning and teaching with more fun. Also, AR-VR can be accessed from anywhere at any time as it is easy portal and has a lot of options on how we can use it as we can use it for educational purposes as well as entertainment purposes.

The scenario and advantages of AR-VR in education system are:

* + Visual learning
  + Real life like experiences
  + Effective distanced and online learning
  + Increasing the possibility of Practical learning. (e.g.: Historical events)
  + More Interaction
  + More effectiveness

**IMPLEMENTATION**

If the concept of AR-VR in education sector is ready to bring in use, we have to have a concert plans and ideas on how to make it efficient.

Idea for implementing AR-VR in education sector are:

* + Making education easy, fun and effective
  + Preparing youths for future technology
  + Evolving the education as per needed
  + Cost effective and cheap

Therefore, to make the use of AR-VR more efficient with proper implementation we need to have personal level distribution, run of many awareness programs, support from the governments and collaboration with some of the major interested innovative industries.

**Implementation and Progress Measurement**

For the implementation and measurement of the success we have come up with some of the ideal points as:

* **Rural Area Children:** Firstly, the small workshop and awareness program will be run in rural area for their knowledge in technology.
* **Performance Measure:** We will be measuring the performance measure on the presence of activeness and interest in over a time period.
* **Student Evaluation:** We will be evaluating students on the basis of small programs where the participates understanding id evaluated with general quizzes and developing activities.
* **Reviews:** We will be getting reviews and feedbacks from students and teachers from fields and backgrounds on how the use of AR-VR is helping them in digitalizing in teaching and learning.

**IMAGES, VIDEOS AND LINKS**