







## Conclusion

In conclusion, Augmented Reality is an effective interaction way for virtual training as well as other virtual reality applications. We used Augmented Reality technology in agricultural virtual training, and presented an interactive virtual training system based on Augmented Reality. A typical application employing strawberry as an example was implemented by use of Lua programming language and D'fusion developing platform. The application included direct and convenient interface for users which allowed users control the inside objects by a solid mark or a piece of image card. In our work, we extended the applications of Augmented Reality in agriculture and provided an effective virtual training tool with novel I/O interactions. However, our system just implemented the functions aiming to strawberry, thus it is not enough for more extensive agriculture applications. We focus on the training content and system as the future works including other well attended plants such as maize, rice, wheat, tomato and so on. The simulation reality interest and immersion of interaction are directions for further improvement.

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