

Abstract

Augmented Reality (AR) has transformed peoples' perceptions of reality over the past few decades. In libraries, AR is changing how and what individuals perceive when consuming knowledge. The current study aimed to examine the use of AR in libraries including its advantages, obstacles, and user involvement. The study employed PRISMA standard, in which literature was compiled from five databases and the Google search engine. Furthermore, the study used 26 primary manuscripts published between 2010 and 2024. At the same time, studies have demonstrated that AR significantly increases user engagement and learning outcomes. Additionally, it also enables new ways to access relevant content in libraries, supports creative activities at makerspaces and different forms of experiential learning, as well as offers librarians a more efficient tool for library management. ShelvAR and ARLib are two AR applications that assist users in locating books. Moreover, these applications are also helpful in showing a virtual tour of the library. AR integrates devices into the real world to enhance authenticity. To employ AR in libraries more effectively, preparation, budgeting, technical expertise, understanding, and knowledge are required. The main aspects that need consideration include privacy-related matters, keeping things updated, and providing content. To sum it up, AR can convert libraries into innovative learning venues. It gets users involved by adding videos and other features, which aligns well with how people learn today. For libraries to use AR effectively, they need to plan, train their staff, and team up with others to address any problems. Future studies should examine how AR supports learning and user happiness, ensure that anyone can use it, and identify the best ways to integrate it into libraries.

Keywords: Augmented Reality (AR) applications, Augmented Reality (AR), AR-based library services, AR in libraries, library services, user engagement