

# Creative Technologies & Augmented Reality for Business Sustainability - A Literature Review for Impacts, Opportunities and Benefits

Ari Happonen  
Software Engineering  
LUT University  
Lappeenranta, Finland  
0000-0003-0744-1776

Amitav M. Swapnil  
Software Engineering  
LUT University  
Lappeenranta, Finland  
0000-0003-0021-1054

Inna sosunova  
Software Engineering  
LUT University  
Lappeenranta  
Finland  
0000-0003-0021-1054

Zeph M. C. Van Berlo  
Amsterdam School of  
Communication  
University of Amsterdam  
Amsterdam, Netherlands  
0000-0002-1008-8654

Manuel B. Garcia  
Information technology  
FEU Institute of Technology  
Mania, Philippines  
0000-0003-2615-422X

**Abstract**— Creative technologies and specifically Augmented Reality (AR) technology's role in helping to solve technological challenges, push forward new novel business models, boost circularity, and enhance sustainability, which are all part of the core focus areas of this study. Currently, the widespread adoption is still limited due to high implementation costs, technical complexity, and a shortage of skilled professionals. Literature review on AR & creative technology solutions, covering sectors like teaching & education, industrial maintenance & operations, asset manufacturing, e-commerce, and health & wellbeing, was conducted. Largest academic publications index databases, inc. IEEE Xplore, Google Scholar, and Scopus were used. The study clarifies the impacts and benefits of AR and Creattech from a sustainability perspective. We specifically focused on the effectiveness and usability of augmented reality in problems reduction, enhancing productivity, and improving the engagement of end-users in industrial services. AR was found to facilitate immersive training, to reduce product return rates through virtual previews, and to personalize user interactions, leading to increased operational agility and innovations. AR supports sustainability by promoting eco-friendly behavior & optimizing resource usage, and it enables lean production practices. Targeted recommendations for adding to adoption and mitigating growth barriers include investing in scalable, cost-effective AR solutions, improving technical infrastructure, developing industry-specific AR applications, and increasing specialized training for AR expertise. These strategies are essential for full AR's potential realization for sustainability enhancements and business practices transformations, for strategic asset management, and to support long-term innovations too.

**Keywords**—Creative Technologies, Augmented Reality, Circularity, Sustainability, Impact of digitalization, Digital transformation, Technological Barriers

## I. INTRODUCTION

The availability of novel process-focused and modern tools, technologies, and digital solutions has significantly improved efficiency[1], communication [2], well-being [3], work-life balance, and remote-work solutions [4]. These advancements

have also had a significant impact on daily professional work-life [5] activities, collaboration [6], innovation [7], the tools we utilize for industrial design [8], and even our personal lives [9]. There is a mass improvement in global digitalization [10], and it is generating disruptive change within organizations [11]. Digital technology's integration into daily lives has significantly transformed how we innovate and communicate, work, study, entertain, and conduct business [8]. However, digital transformation and digital-level asset management [12] have their own non-tangible and real-life implementation limitations. [13] has identified a lack of data protection, privacy matters, and trust issues vs. AI control matters as barriers to digitalization. [14] identified 12 barriers, including inadequate and unreliable data, a lack of reference structure and standards, difficulty integrating systems, poor technological maturity, cybersecurity risks, and inappropriate infrastructure. Also, [15] indicated a lack of an efficient plan and technology disruption as a challenge.

Digitally sustainable business models [115] are one of the keyways for digitalization to support sustainability [16]. They serve as catalysts for ecological changes, optimizing their favorable environmental effects by incorporating digital technology into their fundamental business processes [17]. Digital technology makes it possible to change several aspects of ecological sustainability, like pollution control [18, 19], waste management [20,21], sustainable urban development [22, 23], sustainable manufacturing [24,25], and to modernize waste reduction and sustainability management efforts in general [7]. Overall, digitalization leads us toward a sustainable future [26]. Augmented Reality (AR) and digitalization have shaped society and business to enhance sustainability performance, in well-being [27], healthcare [28], and entertainment [29], education [30], and human cognition [31]. AR also improves businesses in production and design [32], maintenance [33], tourism [34], and ethical collaboration support [35]. However, studies on AR applications and their sustainability transformation potentials

remain fragmented, and a systematic understanding of AR’s effectiveness and challenges has been limited. To address this gap, we had the following objectives. Objective 1: Examine ways in which AR can transform traditional business processes by enhancing efficiency, accuracy, and user experience. Objective 2: Explore contributions of AR technology to sustainable practices across various industries, emphasizing eco-friendly applications and resource optimization. Objective 3: Identify key technical barriers that hinder the widespread adoption of AR and propose strategies for overcoming these challenges in different sectors.

## II. RESEARCH METHODOLOGY

Through literature review and analysis, we identify AR roles & present Fig. 1 for the research focus and our contribution area, in the context of how Augmented Reality (AR) is transforming traditional business processes, technical barriers to widespread adoption, and contributing to a sustainable future.

### Search Term

The search terms were selected based on the goal of the study, emphasizing AR use and benefits & limitations, deployment matters, and sustainable future building. The core search term "Augmented Reality" was connected to “AR in business” to capture the impact of AR research on traditional business processes. Additional search terms were: “healthcare”, “AR in “education”, maintenance”, “retail”, and “tourism” etc to get industry-specific results to be included. Then we also searched with keywords like “adoption challenges”, limitation barriers, and sustainability. The search strategy was applied to the title, abstract, and keywords of papers to ensure that only relevant studies were included. We used Google Scholar, IEEE Explore, Scopus, ScienceDirect, and Taylor&Francis databases.

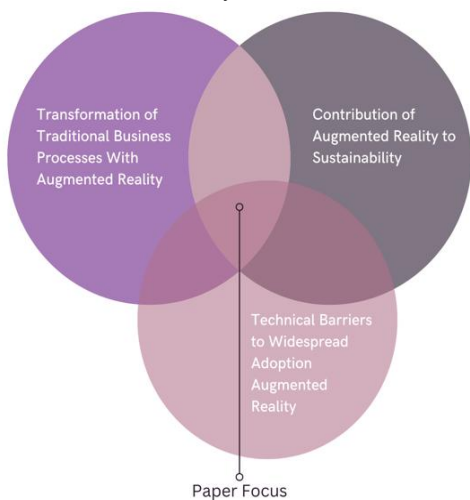


Fig. 1: Research Focus

## III. DATA COLLECTION & ANALYSIS

The selected papers were reviewed to extract relevant data. The data extraction focused on the following aspects:

**Applications:** How AR technology is being applied in various business processes.

**Benefits:** The advantages this technology brings to business operations and sustainability efforts.

**Challenges:** The technical, organizational, and ethical challenges associated with its deployment.

**Sustainability Contributions:** How does this technology contribute to building a sustainable future

## IV. AUGMENTED REALITY APPLICATIONS

Augmented Reality (AR) technology overlays digital information onto the user's real-world environment. AR has a wide range of applications across multiple industries and business operations, including utilization for understanding and presenting materials effectively in the education sector [36], customer engagement and user experience improvement in e-commerce [37], product promotion and unique offers in product marketing [38], by making the whole current generation experience into new levels, with interactive and immersive contents in gaming and entertainment [39], offering new options for professional e-sports [117] and entertainment sector. In business environments, the adoption of AR is evidenced by the development of customized AR applications, which meet specific goals [40]. AR also helps streamline the product design process [41] and has the potential as a marketing tool in trade, marketing, and product promotion [38], [42] have highlighted the benefits of augmented reality (AR) in the Architecture, Engineering, and Construction (AEC) sector through examples of its applications in safety training [43], visualization [44] communication [45] By integrating it into supply chain processes, businesses can improve efficiency and reduce costs [46]. In the retail industry, companies can utilize this technology to create an enhanced consumer experience and support marketing activities [47]. The tourism industry can benefit from the use of AR technology by not only digitally conserving the site content but also having a positive impact on the economy and user experience [48]. The following will cover applications of AR across various industries.

### A. AR in E-commerce and Shopping

In the field of e-commerce, AR has become an innovation and experience-enhancing tool, providing creative ways to enhance the online purchasing experience [49] and become part of other sustainable innovations forward driving forces [103] and green growth providing solutions [114]. It makes shopping more immersive and engaging by enabling customers to experience things in their settings [119]. One of the primary drawbacks of e-commerce is the inability of buyers to physically engage with things before making a purchase, which can be solved by this technology that allows users to virtually try products before deciding to buy [118]. The boundaries between real and digital retail environments are being reshaped by the integration of AR and VR technology in online businesses, giving consumers more creative and entertaining ways to engage with online purchasing platforms [52,53]. Studies have shown that it can not only improve consumers’ perceptions and influence e-commerce behaviors by offering an authentic product experience [54] but also plays a significant role in increasing the effectiveness of e-commerce platforms by offering customers a real feel of product information in terms of size, fit,

and performance [55]. This technology has positively influenced the shopping experience by providing consumers with the necessary information that helps with purchase decisions and reduces cognitive load, which results in a better user experience [56]. Research has looked into using augmented reality (AR) technology to help people overcome their fear of online purchasing, with a focus on how important it is to address customer confidence in online shopping by using AR solutions [57]. Finally, AR can also be used to enhance brand-consumer interactions in the context of brand storytelling. A recent study [58] showed that AR-enhanced brand storytelling leads to a higher perceived flow than regular brand storytelling. Subsequently, this was found to lead to higher brand attitudes and stronger key associations with the brand.

### *B. Augmented Reality in Manufacturing and Maintenance*

The manufacturing and maintenance sector has been paying considerable attention to AR, particularly in the area of operations improvement. Its utilization in industrial processes has been termed Industrial Augmented Reality (IAR) [59], with manufacturing [60], assembly [61], product design [62], maintenance [63], and training [64] being identified as important areas of application. Research suggests that it can be used at every product lifecycle stage, from planning and design to manufacturing, quality control, and maintenance tasks [65]. Using AR-based instructions improves maintenance operations and lowers errors and task completion times [66]. AR is used in many automotive industry domains, e.g. in operator support and training, as well as in several ergonomic-related areas [67], and is expected to increase, when we move towards autonomous vehicles and machinery [116].

### *C. Augmented Reality in Health Care*

In the healthcare industry, AR has a wide range of possible applications, including surgical planning [68], remote surgery [69], robot-assisted surgery [70], surgical navigation [71], and medical education and training. AR-integrated wearable devices and glasses are being used to educate and train healthcare professionals [72]. With improved viewing capabilities during medical operations, this technology helps surgeons perform more accurate and successful treatments [73]. Research has shown that this technology improves clinical nursing education as a supplementary platform for skill development alongside theoretical learning [74]. AR has transformed healthcare education by providing interactive learning opportunities that make learning new skills [75] and refresher courses [76] fun and engaging.

However, this technology has revolutionized the healthcare industry, enhancing patient care, medical education, and overall healthcare delivery innovations. It provides novel ways of interacting with patients, doctor-patient communication [77], and communication between family and patients in nursing homes [78]. The effective integration of AR into other technologies and many different healthcare environments enables technology-based transformation of the healthcare sector and improves the standard medical systems.

### *Augmented Reality in Education*

Augmented Reality (AR) offers promises to improve learning outcomes [79]. This technology overlays digital information in the real world, providing interactive and immersive learning opportunities. Research has explored AR in education in terms of effectiveness, advantages, challenges, and specific application areas in different educational levels and subjects. [80] found that for a visual art course, the use of AR boosted student motivation and engagement, leading to better learning outcomes with less mental effort. Using (AR) in computer programming classes produces faster problem-solving, better academic performance, and a stronger understanding of the material [81]. Additionally, it can visually represent programming concepts in 2D or 3D, explain abstract ideas such as code commands, and help students understand debugging processes [82]. By incorporating AR and a game-based approach, the game playing offered significant progress in programming skills, especially for those with lower prior programming knowledge [83]. For design education, AR provides enhanced learning experiences, improved understanding, and compelling narrative and visuals [84]. Overall, AR is essential in learning outcomes improvements, while enhancing teaching and learning activities and converting conventional education into technology-enhanced education [85].

### *D. Augmented Reality in Libraries & Museums*

AR technology is increasingly being explored in library settings to enhance user experiences and provide innovative services. The integration of this technology in libraries reflects the current trend toward user-centric services, which focus on creating memorable and customized experiences for library users [86]. It can reduce students' library anxiety, enhance the effectiveness of library orientation, and provide an immersive library experience [87]. Additionally, [88] found that the use of AR in libraries enhances users' knowledge and understanding of a particular topic, having a beneficial impact on their learning. By [89], librarians are becoming more interested in utilizing AR's benefits to improve their service, as AR could boost user engagement and make library tours scalable, and AR can be an innovative tool for digitalizing the museum experience. Research conducted by [90] showed that the use of AR in museums enhances individuals' understanding of social, historical, and geological contexts. It is being used in science, art, and history museums, helping people to learn better [91]. AR apps in museums improve visitors' interest with pictures and sounds of real objects, which helps to understand the cognitive and affective impacts on visitors [92]. The use of AR in science museums changes how people learn and see exhibits, adding to interest and personalization [93]. It has been found to stimulate learning motivation among museum visitors, suggesting its potential to improve educational outcomes [94]. This technology is also being incorporated into museums to enhance visitor experiences while also supporting cultural heritage preservation and distribution sustainably [95].

## V. LIMITATIONS AND BARRIERS TO AUGMENTED REALITY UTILIZATION

In the era of Industry 4.0, various sectors, including healthcare, manufacturing, education, and e-commerce, have experienced significant growth in adopting AR. Even though this technology has several advantages, its application also has various limitations (See Fig. 2). To implement AR in any sector, skilled technicians are required for both hardware and software maintenance [96,97], which have indicated limitations like a small display of an AR system, standardization in hardware or software, and the cost of maintenance. In the healthcare sector, more specifically during surgery, image quality and accuracy, glitches, and technical interruptions have been identified as limitations [98]. In construction, finding the accurate position of the user [99] and finding the fundamental element in low light are considered to be the primary barriers [100]. In maintenance, accurate tracking of the object, installation of a Head-mounted Display (HMD), processing speed, and data integration were key challenges [101]. Limited interaction facilitates, difficulty with realistic object manipulation [102], technical headset issues [113], software crashes, data loss, device costs, and lack of educational content are barriers to implementing AR in the education sector. In the automotive industry, the complexity of creating AR content and hardware issues is seen as limiting broad consumer adoption of AR applications [104].

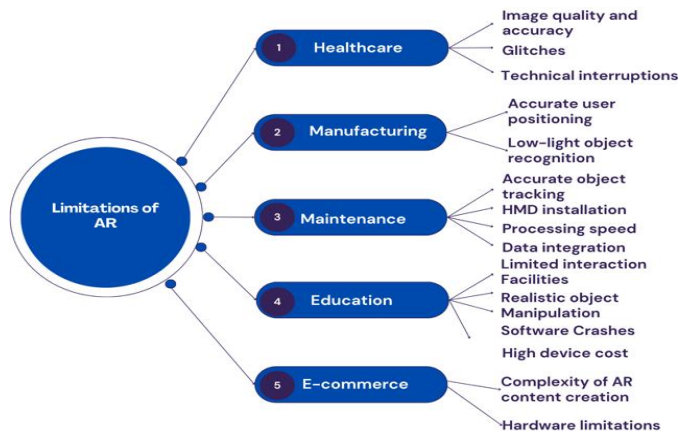


Fig. 2: Limitations of AR

## VI. AUGMENTED REALITY'S CONTRIBUTION TO SUSTAINABILITY

In the context of sustainability, studies have shown potential for promoting sustainable behavior [105] & sustainable educational practices [106]. Lean culture and AR contribute to sustainable development by boosting production processes and lowering work-related accidents, emissions, and resource consumption [107]. AR applications are capable of drawing and retaining customer attention by increasing the noticeability of sustainable products to consumers [108]. AR has also been used to teach people about sustainable engineering [109], help students with special needs learn better [110], and make sustainable food choices [111], which all showcase contribution possibilities. AR also helps maximize public

accessibility while avoiding physical interference through virtual exploration of cultural heritage locations [112].

## VII. DISCUSSION

Because of a lack of a holistic understanding of AR business processes transformation for the creation of a sustainable future and AR spearhead barriers, we analyzed relevant studies to address the issues. The following summarizes & discusses the findings, specifically, in addressing the objective - *To examine the ways in which AR can transform traditional business processes by enhancing efficiency, accuracy, and user experience*. Findings demonstrate AR to facilitate business transformation in a wide range of ways, including efficiency increases by lowering error and completion time [66], and visualizing product design [62]. Cost reduction can be helped through AR-based training [64] with supervision needs and physical resources reductions during training, cutting costs, and allowing faster productivity for employees. With virtual product testing, and digital design processes, the E-commerce sector can have lower return rates [49,50,118,119], and AR can enhance user experience by providing consumers with an authentic product experience [54], help reduce cognitive load [56], and help overcome online shopping fears [57]. Additionally, AR-driven storytelling can provide consumers with a personalized brand experience [58]. AR also helps to perform tasks accurately and efficiently, e.g., doctors & operations in the medical sector [73]. In education, AR can make learning more fun & interactive [79]. It can accelerate the process of digitalization of an organization by helping them in manufacturing, assembly, maintenance [60,61,62,63], operator support, and training [67]. Also in communication, AR e.g. transforms healthcare by improving doctor-patient interactions in nursing homes [77, 78] and gives a better personalized experience to consumers. In museums, one can get personalized, more interactive, and engaging exhibits [91,92,93]. In short, AR helps organizations in the creation of an interactive and dynamic environment, leading to significant improvements in user interaction, training, and decision-making, and a better experience.

Reflecting on the findings for our second objective - *To explore the contributions of AR technology to sustainable practices across various industries, emphasizing eco-friendly applications and resource optimization*. It can be stated that AR can contribute to sustainability across a wide range of industries and sectors. AR can promote sustainable behavior by encouraging individuals to adopt sustainable behaviors and eco-friendly practices [105]. It promotes sustainable educational practices by facilitating educational methods and offering immersive learning experiences [106]. It can also lead to lean culture practices and process improvement by aiding in reducing work-related accidents, emissions, and resource consumption, thereby improving production efficiency.

In terms of the third objective - *To identify the key technical barriers that hinder the widespread adoption of AR and propose strategies for overcoming these challenges in different sectors*, although augmented reality (AR) is a technology with the potential to revolutionize industries, operational and



technological obstacles do seem to prevent its broad implementation. High cost of maintenance is one of the major obstacles, and another obstacle is the lack of skilled technicians [96] for system maintenance. Installation and data integration issues could be vital, too, in terms of the mass implementation of AR technology. AR presents exciting opportunities for innovation across industries, significant limitations need to be addressed first. For example, incorporating AR deployment simplification advances, like cloud-based AR, lightweight AR apps, and hardware comfortability and price reduction measures. Additionally, the technology does not appear to be ready for widespread adoption in a large workforce population, as the practicality of the tools remains limited. AR solutions are still finding their golden nuggets era, looks like we would need more automation, in similar ways like robotic process automation (RPA) has helped many other technology sectors to release human resources to more value adding tasks [51], we need something similar to AR context, potentially artificial intelligence solutions, to do compatible resource release to boost up AR deployments. The discussed problems are comparable to early smartphone times in initial market introductions. Before market penetration and a set of killer apps, value for both private and work life, and significant price reductions, mass market adoption gives us to wait for itself, as it seems to be for AR too.

#### VIII. CONCLUSION

We provide a foundation for future research and follow-up empirical studies to investigate successful AR transformations towards a more sustainable future, as well as strategies to overcome barriers to AR adoption. Augmented reality has great potential to revolutionize established business procedures, support sustainability, and improve user experiences. The results show that by offering interactive, real-time insights into business operations, including training, e-commerce, and manufacturing, augmented reality greatly increases operational efficiency, lowers costs, and improves decision-making. Furthermore, AR is essential for fostering sustainable behaviors and practices and personalizing customer experiences, especially in the retail and healthcare sectors. To fully utilize AR's, several obstacles like high costs, technological complexity, and a shortage of trained individuals must be overcome. Overall, AR works as a transformative tool, driving innovation and sustainability towards the Industry 5.0 era. Strategic ideas were suggested for using AR in sustainable company transformation. Scalable AR technologies can cater to business demands that need priority by organizations. One way to do this is by implementing cloud-based AR platforms, lowering initial infrastructure costs, and providing wider access to AR capabilities. Close collaboration with AR developers enables the creation of specialized solutions tailored to industry-specific requirements, such as safety-enhancing tools for construction, immersive product previews for retail, or precise training for healthcare. Customized solutions boost AR's efficacy & relevance, increasing its impact and adoption. Investments in extensive training programs are needed to develop a qualified workforce to guarantee a seamless

transition into the era of mainstream AR use. A consistent supply of AR specialists might be required to handle the expanding demands of this cutting-edge technology. And by promoting eco-friendly consumer behavior or visualizing resource-efficient procedures, AR presents special chances to support sustainable corporate practices.

#### ACKNOWLEDGMENT

Data analysis based on Createch Wake Up Etelä-Karjala! project, and the industrial views were received from LOBRA project. Both projects are Co-funded by the European Union

#### REFERENCES

1. Diawati, P., et al. 2023. The Role of Information Technology in Improving the Efficiency and Productivity of Human Resources in the Workplace. *J. T. Dan Sistem Informasi Bisnis* 5, 296–302
2. Abdallah, R., et al. 2024. Communication in the Digital Age: The Impact of Communication Skills and Cultural Restraint on the Use of Social Media Platforms in the Case of Jordan. *Journalism and Media* 5, 1244–1258, doi: 10.3390/journalmedia5030079
3. Sun, J., Shen, H., et al. 2022. The association between digitalization and mental health: The mediating role of wellbeing at work. *Front. Psychiatry* 13, 934357, doi: 10.3389/fpsy.2022.934357
4. Gigauri, I., 2020. Effects of Covid-19 on Human Resource Management from the Perspective of Digitalization and Work-life-balance. *Int. Journal of Innovative Technologies in Economy*, 4(31), doi 10.31435/rsglobal\_ijite/30092020/7148
5. Wallin, A., Pylväs, L., Nokelainen, P., 2020. Government Workers' Stories about Professional Development in a Digitalized Working Life. *Vocations and Learning* 13, 439–458
6. Happonen, A., Siljander, V., 2020. Gainsharing in Logistics Outsourcing: Trust leads to Success in the Digital Era. *International Journal of Collaborative Enterprise*, 6, 150–175, doi: 10.1504/IJCEN.2020.110221
7. Salmela, E., Santos, C., Happonen, A., 2013. Formalisation of front end innovation in supply network collaboration. *International Journal of Innovation and Regional Development* 5, 91–111, doi: 10.1504/IJIRD.2013.052510
8. Happonen, A., Ghoreishi, M., 2021. The Case of Fabric and Textile Industry: The Emerging Role of Digitalization, Internet-of-Things and Industry 4.0 for Circularity. pp. 191–200, doi: 10.1007/978-981-16-1781-2\_18
9. Kryzhanovskij, O.A., Baburina, N.A., Ljovkina, A.O., 2021. How to Make Digitalization Better Serve an Increasing Quality of Life? *Sustainability* 13, 611, doi: 10.3390/su13020611
10. Knell, M., 2021. The digital revolution and digitalized network society. *Rev Evol Polit Econ* 2, 9–25, doi: 10.1007/s43253-021-00037-4
11. Calderon-Monge, E., Ribeiro-Soriano, D., 2024. The role of digitalization in business and management: a systematic literature review. *Rev Manag Sci* 18, 449–491, doi: 10.1007/s11846-023-00647-8
12. Kortelainen, H., Happonen, A., Kinnunen, S.-K., 2016. Fleet Service Generation—Challenges in Corporate Asset Management, in: *Lecture Notes in Mechanical Engineering*. pp. 373–380, doi: 10.1007/978-3-319-27064-7\_35
13. Usmani, U.A., Happonen, A., Watada, J. 2023. Enhancing Artificial Intelligence Control Mechanisms: Current Practices, Real Life Applications and Future Views, *LNNS*, Vol. 559, pp. 287-306, doi: 10.1007/978-3-031-18461-1\_19
14. Tripathi, S., 2019. Impact Of Barriers On Industry 4.0 Transformation Dimensions, in *COPEN-2019*, pp. 1-6
15. Mahmood, F., Khan, A., Khan, M., 2019. Digital organizational transformation issues, challenges and impact: A systematic literature review of a decade. *Abasyn Journal of Social Sciences* 12, doi: 10.34091/AJSS.12.2.03

16. Minashkina, D., Happonen, A., 2020. Decarbonizing warehousing activities through digitalization and automatization with WMS integration for sustainability supporting operations. *E3S Web Conf.* 158, 03002, doi: 10.1051/e3sconf/202015803002
17. Böttcher, T., Empelmann, S., et al. 2023. Digital sustainable business models: Using digital technology to integrate ecological sustainability into the core of business models. *Inf. Syst. Journal*, Vol. 34, Iss. 3, pp. 736-761, doi: 10.1111/isj.12436
18. An, Q., Wen, Y., et al. 2017. Allocation of carbon dioxide emission permits with the minimum cost for Chinese provinces in big data environment. *J. of Cleaner Production*, 142, 886–893
19. Honarvar, A.R., Sami, A., 2019. Towards Sustainable Smart City by Particulate Matter Prediction Using Urban Big Data, Excluding Expensive Air Pollution Infrastructures. *Big Data Res.* 17, 56–65
20. Ferrari, F., Striani, R., et al. 2020. An innovative IoT-oriented prototype platform for the management and valorisation of the organic fraction of municipal solid waste. *Journal of Cleaner Production* 247, 119618, doi: 10.1016/j.jclepro.2019.119618
21. Kilpeläinen, M., Happonen, A. 2021. Awareness Adds to Knowledge. Stage of the Art Waste Processing Facilities and Industrial Waste Treatment Development. *Current Approaches in Science and Technology Research*, Vol. 4, pp. 125-148, doi: 10.9734/bpi/castr/v4/9636D
22. Bibri, S.E., 2018. The IoT for smart sustainable cities of the future: An analytical framework for sensor-based big data applications for environmental sustainability. *Sust. Cities and Society* 38, 230–253
23. Khan, Z.A., 2018. Using energy-efficient trust management to protect IoT networks for smart cities. *Sust. Cit. and Society* 40, 1–15
24. Kaur, H., Singh, S.P., 2017. Heuristic Modeling for Sustainable Procurement and Logistics in a Supply Chain Using Big Data. *Computers & Operations Research* 98, pp. 301-321, doi: 10.1016/j.cor.2017.05.008
25. Kumar, A., Shankar, R., Thakur, L.S., 2018. A big data driven sustainable manufacturing framework for condition-based maintenance prediction. *J. of Computational Science* 27, 428–439
26. Tamasiga, P., Mfuni, H., Onyeaka, H., Ouassou, E.H., 2023. Green industrial policy as an enabler of the transition to sustainability: challenges, opportunities and policy implications for developing countries. *Environ Dev Sustain* 27, pp. 355–376, doi: 10.1007/s10668-023-03952-0
27. Lee, L.N., Kim, M.J., Hwang, W.J., 2019. Potential of Augmented Reality and Virtual Reality Technologies to Promote Wellbeing in Older Adults. *Applied Sciences*, 9(17):3556, doi: 10.3390/app9173556
28. Asiri, S.A., Rohrer, W.W., et al. 2016. The association of leadership styles and empowerment with nurses' organizational commitment in an acute health care setting. *BMC Nurs.* 9;15:38. doi: 10.1186/s12912-016-0161-7
29. Hung, S.-W., Chang, C.-W., Ma, Y.-C., 2021. A new reality: Exploring continuance intention to use mobile augmented reality for entertainment purposes. *Technology in Society* 67, 101757, doi: 10.1016/j.techsoc.2021.101757
30. Happonen, A., Nolte, A. et al. 2022. Study on Hackathons for New Innovation Seed and Business Model Development Needs in Digitalization Driven Sustainability, Circularity and Environmentally Friendly Solutions Demanding Digitalizing Societies, In *New Innovations in Economics, Business and Management*, Vol. 4, pp. 1-29, doi: 10.9734/bpi/niebm/v4/14443D
31. Usmani, U.A., Happonen, A., Watada, J. (2024). The Digital Age: Exploring the Intersection of AI/CI and Human Cognition and Social Interactions, *Procedia Computer Science*, Vol. 239, pp. 1044-1052, doi: 10.1016/j.procs.2024.06.268
32. Wang, X., et al. 2026. A comprehensive survey of augmented reality assembly research. *Adv. Manuf.* 4, pp. 1–22, doi: 10.1007/s40436-015-0131-4
33. Palmarini, R., Erkoyuncu, J.A., Roy, R., Torabmostaedi, H., 2018. A systematic review of augmented reality applications in maintenance. *Robotics and Computer-Integrated Manufacturing* 49, 215–228
34. Han, D.-I.D., Weber, J., et al. 2019. Virtual and Augmented Reality Technologies to Enhance the Visitor Experience in Cultural Tourism, in: *Augmented Reality and Virtual Reality: The Power of AR and VR for Business*. Springer Int. Publishing, Cham, pp. 113–128
35. Hu, Y.-H., Yu, H.-Y., Tzeng, J.-W., Zhong, K.-C., 2023. Using an avatar-based digital collaboration platform to foster ethical education for university students. *Computers & Education* 196, 104728, doi: 10.1016/j.compedu.2023.104728
36. Su, Y.-S., Lai, C.-C., et al. 2022. The effects of applying an augmented reality English teaching system on students' STEAM learning perceptions and technology acceptance. *Front Psychol.* 13:996162, doi: 10.3389/fpsyg.2022.996162
37. Kalmkar, S., Mujawar, A., et al. 2022. 3D E-Commers using AR. *Int. J. of Information technology and Computer Engineering*, p. 2455–5290, doi: 10.55529/ijite.26.18.27
38. Gabajová, G., Krajčovič, M., et al. 2021. Augmented Reality As A Powerful Marketing Tool. *Proceedings of CBU in Economics and Business*. 2. pp. 41-47, doi: 10.12955/peb.v2.253
39. Sharma, L., 2019. Recent Advancements of Augmented Reality in Real Time Applications. *International Journal of Recent Technology and Engineering (IJRTE)*, Vol. 8, Iss. 2S7, pp. 537-542, doi: 10.35940/ijrte.B10100.0782S719
40. Manurung, J., 2024. Green Tech and Human Dynamics: Transforming Indonesia's Waste Industry with VR, AR, and Renewable Energy Innovations. *Int. J. of EE&P* 14, pp. 603–617
41. Garfield, MR, & Dupont, A. 2019. Augmented Reality Aided Medical Device Design. In *Proceedings of the 2019 Design of Medical Devices Conference*. 2019 Design of Medical Devices Conference. Minneapolis, Minnesota, USA. April 15–18, 2019. ASME, pp. 1-5, doi: 10.1115/DMD2019-3215
42. Noghabaei, M., Heydarian, A., Balali, V., Han, K., 2020. Trend Analysis on Adoption of Virtual and Augmented Reality in the Architecture, Engineering, and Construction Industry. *Trend Analysis on Adoption of Virtual and Augmented Reality in the Architecture, Engineering, and Construction Industry*. *Data*, 5(1):26, doi: 10.3390/data5010026
43. Li, X., Yi, W., Chi, H.-L., Wang, X., Chan, A.P.C., 2018. A critical review of virtual and augmented reality (VR/AR) applications in construction safety. *Automation in Construction* 86, pp. 150–162
44. Behzadan, A.H., Kamat, V.R., 2005. Visualization of construction graphics in outdoor augmented reality, *Proc. of the WSC 2005*, p. 7
45. Wang, X., Love, P.E., 2012. BIM + AR: Onsite information sharing and communication via advanced visualization, in: *Proceedings of the 2012 IEEE 16th International Conference CSCWD*, pp. 850–855
46. Rejeb, A., Keogh, J., Treiblmaier, H., Fosso Wamba, S., 2021. The potentials of augmented reality in supply chain management: a state-of-the-art review 71, pp. 819–856
47. Rejeb, A., Rejeb, K., Treiblmaier, H., 2023. How augmented reality impacts retail marketing: a state-of-the-art review from a consumer perspective. *Journal of Strategic Marketing* 31, pp. 718–748
48. Chen, Y., Wang, X., Le, B., Wang, L., 2024. Why people use augmented reality in heritage museums: a socio-technical perspective. *Herit Sci* 12, pp. 1–19
49. Smink, A.R., van Reijmersdal, E.A., van Noort, G., 2022. Consumers' Use of Augmented Reality Apps: Prevalence, User Characteristics, and Gratifications. *Journal of Advertising* 51, pp. 85–94
50. Piili, H., Widmaier, T., Happonen, A., Juhanko, J., Salminen, A., Kuosmanen, P., Nyrhilä, O. (2013), Digital Design Process and Additive Manufacturing of a Configurable Product, *Advanced Science Letters*, Vol. 19, No. 3, pp. 926-931, doi: 10.1166/asl.2013.4827
51. Ylä-Kujala, A., Kedziora, D., Metso, L., Kärri, T., Piotrowicz, W., Happonen, A., (2023). Robotic process automation deployments: a step-by-step method to investment appraisal, *Business Process Management Journal*, Vol. 29, Iss. 8, pp. 163-187, doi: 10.1108/BPMJ-08-2022-0418

52. Ntumba, C., Aguayo, S., Maina, K., 2023. Revolutionizing Retail: A Mini Review of E-commerce Evolution. *J. Digit. Mark. Commun.* 3, pp. 100-110, doi: 10.53623/jdmc.v3i2.365
53. Smink, A.R., Frowijn, S., et al. 2019. Try online before you buy: How does shopping with augmented reality affect brand responses and personal data disclosure. *Elec. Com. Res. & App.* 35, 100854, doi: 10.1016/j.elerap.2019.100854
54. Voicu, M.-C., Sirghi, N., Toth, D.M.-M., 2023. Consumers' Experience and Satisfaction Using Augmented Reality Apps in E-Shopping: New Empirical Evidence. *Applied Sciences*, 13(17), 9596, doi: 10.3390/app13179596
55. Sharma, A., Mehtab, R., Sharma, sanjay mohan, Kamal, M., Shah, M., 2021. Augmented reality -an important aspect of Industry 4.0, *Industrial Robot, Col.* 49, Iss. 3, pp. 428-441, doi: 10.1108/IR-09-2021-0204
56. Zare Ebrahimabad, F., Yazdani, H., Hakim, A., Asarian, M., 2024. Augmented Reality Versus Web-Based Shopping: How Does AR Improve User Experience and Online Purchase Intention. *Telematics and Informatics Reports*, Vol. 15, 100152, doi: 10.1016/j.teler.2024.100152
57. Kazmi, S., Hassan, M., Khawaj, S., Padlee, S.F., 2021. The Use of AR Technology to Overcome Online Shopping Phobia: A Systematic Literature Review. *iJIM*, Vol. 15, No. 5, pp. 127-139, doi: 10.3991/ijim.v15i05.21043
58. van Berlo, Z.M.C., Stikos, D., 2023. Augmented Reality (AR) Brand Storytelling: The Role of Flow in Attitude Formation and Associative Learning, in: *Extended Reality and Metaverse*. Springer, pp. 72-84
59. Georgel, P., 2011. Is there a reality in Industrial Augmented Reality?, In *10th IEEE International Symposium on Mixed and Augmented Reality*, Basel, Switzerland, pp. 201-210, doi: 10.1109/ISMAR.2011.6092387
60. Ong, S.K., Nee, A.Y.C., 2004. A Brief Introduction of VR and AR Applications in Manufacturing. In: Ong, S.K., Nee, A.Y.C. (eds) *Virtual and Augmented Reality Applications in Manufacturing*. Springer, London. pp. 1-11, doi: 10.1007/978-1-4471-3873-0\_1
61. Botto, C., Cannavò, A., et al. 2020. Augmented Reality for the Manufacturing Industry: The Case of an Assembly Assistant, in: *2020 IEEE Conference VRW*, pp. 299-304
62. Cascini, G., O'Hare, J., et al. 2020. Exploring the use of AR technology for co-creative product and packaging design. *Computers in Industry* 123, 103308
63. Masoni, R., Ferrise, F., et al. 2017. Supporting Remote Maintenance in Industry 4.0 through Augmented Reality. in *FAIM2017*, 27-30 June 2017, Modena, Italy 11, pp. 1296-1302
64. Gavish, N., Gutiérrez, T., et al. 2015. Evaluating virtual reality and augmented reality training for industrial maintenance and assembly tasks. *Interactive Learning Environments* 23, pp. 778-798
65. Loizeau, Q., Danglade, F., Ababsa, F., Merienne, F., 2021. Methodology for the Field Evaluation of the Impact of Augmented Reality Tools for Maintenance Workers in the Aeronautic Industry. *Frontiers in Virtual Reality*, Vol. 1, 603189, doi: 10.3389/frvir.2020.603189
66. Rossi, C., Lima, M., Santos, A.A.B., Winkler, I., 2023. A Participatory Content Authoring Workflow for Augmented Reality at Industrial Maintenance. pp. 1-17, doi 10.5772/intechopen.109727
67. Boboc, R.G., Gîrbacia, F., Butilă, E.V., 2020. The Application of Augmented Reality in the Automotive Industry: A Systematic Literature Review. *Applied Sciences*, 10(12), 4259, doi: 10.3390/app10124259
68. Cao, C., Cerfolio, R.J., 2019. Virtual or Augmented Reality to Enhance Surgical Education and Surgical Planning. *Thoracic Surgery Clinics* 29, pp. 329-337
69. Long, Y., Li, C., Dou, Q., 2023. Robotic surgery remote mentoring via AR with 3D scene streaming and hand interaction. *Computer Methods in Biomechanics and Biomedical Engineering: Imaging & Visualization* 11, pp. 1027-1032
70. Qian, L., Wu, J.Y., DiMaio, S.P., Navab, N., Kazanzides, P., 2020. A Review of Augmented Reality in Robotic-Assisted Surgery. *IEEE Transactions on Medical Robotics and Bionics* 2, pp. 1-16
71. Chen, X., Xu, L. et al. 2015. Development of a surgical navigation system based on augmented reality using an optical see-through head-mounted display. *J. of Biomedical Informatics* 55, pp. 124-131
72. Koulouris, D., Trastelis, F., t al. 2023. Utilizing AR and Hybrid Cloud-Edge Platforms for Improving Accessibility in Exhibition Areas, in *AI Applications and Innovations*. Springer, pp. 171-182
73. Goud, K.A., Sharma, S., et al. 2023. Virtual Vistas: Exploring the Evolution of E-Design and Virtual Design for Sustainable Assessment. *E3S Web Conf.* 453, 01032, pp. 1-10
74. Uymaz, P., Uymaz, A.O., 2022. Assessing acceptance of augmented reality in nursing education. *PLoS One*, 17(2):e0263937, doi: 10.1371/journal.pone.0263937
75. Zafar, A., Farooq, M.S., 2021. Augmented Reality in Healthcare Education for Human Anatomy. *VFAST Transactions on Software Engineering* 9, pp. 12-21, doi: 10.21015/vtse.v9i3.694
76. Sungur, H., van Berlo, Z.M.C., Lüwa, L.M., 2024. Enhancing Cardiopulmonary Resuscitation Training with Mixed Reality: Improving Cardiopulmonary Resuscitation Performance and Enjoyment. *Cyb., Behavior, and Social Networking* 27, pp. 379-386
77. Aliwi, I., Schot, V., et al. 2023. The Role of Immersive Virtual Reality and Augmented Reality in Medical Communication: A Scoping Review. *J Patient Exp.* 27, doi: 10.1177/23743735231171562
78. Abels, E.A.M., Toet, A., et al. 2021. Augmented Reality-Based Remote Family Visits in Nursing Homes, in: *IMX '21. Association for Computing Machinery*, New York, NY, USA, pp. 258-263
79. Gargrish, S., Mantri, A., Kaur, D.P., 2020. Augmented Reality-Based Learning Environment to Enhance Teaching-Learning Experience in Geometry Education. *Procedia Computer Science*, 172, pp. 1039-1046
80. Di Serio, Á., Ibáñez, M.B., Kloos, C.D., 2013. Impact of an augmented reality system on students' motivation for a visual art course. *Computers & Education* 68, pp. 586-596
81. Larson, K., Chambers, R., 2020. AR in the Computer Programming Classroom: A Review of the Literature, in: *2020 IEEE International Conference TALE*. pp. 436-443
82. Bhagat, K.K., Liou, W.-K., Michael Spector, J., Chang, C.-Y., 2019. To use augmented reality or not in formative assessment: a comparative study. *Interactive Learning Environments* 27, pp. 830-840
83. Sharma, V., Bhagat, K.K., Huang, H.-H., Chen, N.-S., 2022. The design and evaluation of an AR-based serious game to teach programming. *Computers & Graphics* 103, pp. 1-18
84. Kerr, J., Lawson, G., 2020. Augmented Reality in Design Education: Landscape Architecture Studies as AR Experience. *International Journal of Art & Design Education* 39, pp. 6-21
85. Lampropoulos, G., et al. 2022. Augmented Reality and Gamification in Education: A Systematic Literature Review of Research, Applications, and Empirical Studies. *Applied Sciences*, 12(13), 6809, doi: 10.3390/app12136809
86. Taha, S., Kaba, A., Al-Qeed, M.A., 2024. Exploring students' perceptions toward the use of augmented reality for digital library services. *Digital Library Perspectives* 40, pp. 53-66
87. Kannegiser, S., 2021. Effects of an Augmented Reality Library Orientation on Anxiety and Self-Efficacy: An Exploratory Study. *College & Research Libraries*, Vol. 82, No. 3, 352, doi: 10.5860/crl.82.3.352
88. Dalili, S.M., Salami, M., Soheili, F., Ziaei, S., 2021. Augmented reality technology in the libraries of universities of medical sciences: identifying the application, advantages and challenges and presenting a model. *Library Hi Tech* 40, pp. 1782-1795
89. LeMire, S., Graves, S.J., et al., 2018. Libr-AR-y Tours: Increasing engagement and scalability of library tours using augmented reality. *College & Undergraduate Libraries* 25, pp. 261-279
90. Jung, T., Tom Dieck, M.C., et al. 2016. Effects of Virtual Reality and Augmented Reality on Visitor Experiences in Museum, Springer, Charm, doi: 10.1007/978-3-319-28231-2\_45

91. Zhou, Y., Chen, J., Wang, M., 2022. A meta-analytic review on incorporating virtual and augmented reality in museum learning. *Educational Research Review* 36, 100454, doi: 10.1016/j.edurev.2022.100454
92. Damala, A., Schuchert, T., et al. 2013. Exploring the affective museum visiting experience: adaptive augmented reality (A<sup>2</sup>R) and cultural heritage. *Int. J. of Heritage in the Digital Era 2*, pp. 117-141
93. Shi, Z., Zhao, Z., 2024. Research on the Interactive Effects of Augmented Reality (AR) Technology: A Case Study in Science Museum Applications, in: *Proceedings of the 3rd International Conference on New Media Development and Modernized Education, NMDME 2023*, October 13–15, 2023, Xi'an, China, doi: 10.4108/eai.13-10-2023.2341342
94. Chen, C.-A., Lai, H.-I., 2021. Application of augmented reality in museums – Factors influencing the learning motivation and effectiveness. *Science Progress*. 2021;104(3\_suppl). doi: 10.1177/00368504211059045
95. Ariza-Colpas, P.P., Piñeres-Melo, M.A., et al. 2024. Sustainability in Hybrid Technologies for Heritage Preservation: A Scientometric Study. *Sustainability*, 16(5), doi: 10.3390/su16051991
96. Porcelli, I., Rapaccini, M., Espíndola, D.B., Pereira, C.E., 2013. Technical and Organizational Issues about the Introduction of Augmented Reality in Maintenance and Technical Assistance Services. *IFAC Proceedings Volumes*, 11th IFAC Workshop on Intelligent Manufacturing Systems 46, pp. 257-262
97. Lovreglio, R., Kinateder, M., 2020. Augmented reality for pedestrian evacuation research: Promises and limitations. *Safety Science* 128, 104750, doi: 10.1016/j.ssci.2020.104750
98. McKnight, R.R., Pean, C.A., et al. 2020. Virtual Reality and Augmented Reality—Translating Surgical Training into Surgical Technique. *Curr Rev Musculoskelet Med* 13, pp. 663-674
99. Meža, S., Turk, Ž., Dolenc, M., 2014. Component based engineering of a mobile BIM-based augmented reality system. *Automation in Construction* 42, pp. 1-12, doi: 10.1016/j.autcon.2014.02.011
100. Kwon, O.-S., Park, C.-S., Lim, C.-R., 2014. A defect management system for reinforced concrete work utilizing BIM, image-matching and augmented reality. *Automation in Construction* 46, pp. 74-81
101. Eswaran, M., et al. 2023. Augmented reality-based guidance in product assembly and maintenance/repair perspective: A state of the art review on challenges and opportunities. *Expert Systems with Applications*, Vol. 213, Part A, 118983, doi: 10.1016/j.eswa.2022.118983
102. Goh, E.S., Sunar, M.S., Ismail, A.W., 2019. 3D Object Manipulation Techniques in Handheld Mobile Augmented Reality Interface: A Review. *IEEE Access* 7, pp. 40581-40601
103. Happonen, A., Santti, U., Auvinen, H., Räsänen, T., Eskelinen, T. (2020), Digital age business model innovation for sustainability in University Industry Collaboration Model, *E3S Web of Conferences*, Vol. 211, Article 04005, pp. 1-11, doi: 10.1051/e3sconf/202021104005
104. Elhattab, L., et al. 2023. Augmented Reality Applications in the Automotive Industry, in: *2023 MIUCC*, pp. 357-364
105. Sitompul, T., Wallmyr, M., 2018. Augmented Reality for Encouraging Environmentally Sustainable Behaviors: A Survey, In *Proceedings of Interaction Latin America 2018*, Vol 1., 2018 - 92782, doi: 10.17648/ila-2018-98087
106. Abad-Segura, E., et al. 2020. Sustainability of Educational Technologies: An Approach to AR Research. *Sustainability*, 12(10), 4091, doi: 10.3390/su12104091
107. Kościelniak, H., Łęgowik-Małołepsza, M., Łęgowik-Świącik, S., 2019. The Application of Information Technologies in Consideration of Augmented Reality and Lean Management of Enterprises in the Light of Sustainable Development. *Sustainability*, 11(7), 2157, doi: 10.3390/su11072157
108. Jäger, A.-K., Weber, A., 2020. Increasing sustainable consumption: message framing and in-store technology. *International Journal of Retail & Distribution Management* 48, pp. 803-824.
109. Beheshti, M., Yujin Kang, E., et al. 2024. Augmented Reality in A Sustainable Engineering Design Context: Understanding Students' Collaboration and Negotiation Practices. *Sustainability*, 16(1), 379, doi: 10.3390/su16010379
110. Badilla-Quintana, M.G., Sepulveda-Valenzuela, E., Salazar Arias, M., 2020. Augmented Reality as a Sustainable Technology to Improve Academic Achievement in Students with and without Special Educational Needs. *Sustainability*, 12(19), 8116, doi: 10.3390/su12198116
111. Han, D.-I.D., Abreu e Silva, S.G., et al. 2022. Designing Immersive Sustainable Food Experiences in Augmented Reality: A Consumer Participatory Co-Creation Approach. *Foods*. 2022 Nov 15;11(22):3646, doi: 10.3390/foods11223646
112. Ariza, P., Piñeres-Melo, M., et al. 2024. Sustainability in Hybrid Technologies for Heritage Preservation: A Scientometric Study. *Sustainability* 16, 1991, doi: 10.3390/su16051991
113. Upadhyay, B., Brady, C., et al. 2024. Collaborative augmented reality in higher education: A systematic review of effectiveness, outcomes, and challenges. *Applied Ergonomics*, Vol. 121, 104360, doi: 10.1016/j.apergo.2024.104360
114. Tereshchenko, E., et al. (2023). Green Growth, Waste Management, and Environmental Impact Reduction Success Cases From Small and Medium Enterprises Context: A Systematic Mapping Study, *IEEE Access*, Vol. 11, pp. 56900-56920, doi: 10.1109/ACCESS.2023.3271972
115. Eskelinen, T., Räsänen, T., et al. (2017). Designing a Business Model for Environmental Monitoring Services Using Fast MCDS Innovation Support Tools, *Technology Innovation Management Review*, Vol. 7, Iss. 11, pp. 36-46, doi: 10.22215/timreview/1119
116. Abdelsalam, A., et al. (2022), Toward Autonomous Vehicles and Machinery in Mill Yards of the Forest Industry: Technologies and Proposals for Autonomous Vehicle Operations, *IEEE Access*, Vol. 10, pp 88234-88250, doi: 10.1109/ACCESS.2022.3199691
117. Happonen, A., Minashkina, D. (2019), Professionalism in Esport: Benefits in Skills and Health & Possible Downsides, *LUT Reports series report 90*, pp. 1-36, doi: 10.13140/RG.2.2.28958.59208/2
118. Barta, S., Gurrea, R., Flavián, C., 2022. A View of Augmented Reality in the Beauty Industry from an Exploratory Perspective: Generations X and Z, in: *Marketing and Smart Tech.*, pp. 575–583
119. Rozumowski, A., Beurer-Zuellig, B., Klaas, M., 2022. Let me Entertain You – the Influence of Augmented Reality on Purchasing Intention in E-Commerce, doi: 10.24251/HICSS.2022.601