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**The Effects of Using an Anatomy 4D Augmented Reality  
Application on Student Performance in Biology in Saudi Arabia**

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**ABSTRACT** The purpose of the study is to examine the application of augmented reality (AR) as an interactive and exciting means of creating real-time and real-world experiences in teaching biology lessons. The primary objective of this study was to investigate the impacts of the Anatomy 4D app and (AR) software on student performance in biology. A quasi-survey was used to assess the impact of using Anatomy 4D, an AR mobile application, to improve student performance in biology as well as trigger their interest to pursue medical-related university courses in the future. Sixty students were randomly (30 boys and 30 girls) selected from secondary schools in the Northern Borders region of Saudi Arabia. The outcome of the study revealed that Anatomy 4D was significantly related to higher motivation, student achievement, and the desire to pursue biology courses in the future. The study recommends for educational stakeholders to implement beneficial application to enhance student participation, learning, and performance.