

Main Goal: The goal of this study is to develop a sustainable environment using augmented reality (SEBAR) in schools to increase awareness among adolescents about the dangers of electronic gaming addiction. Electronic Gaming Addiction and Its Importance in Student Education: Electronic gaming addiction is an unhealthy obsession with video games that affects mental, emotional, and social well-being. Main Results: The study found that SEBAR significantly increased students' awareness and understanding of gaming addiction by using interactive, digital content that helped them grasp the risks and warning signs. Augmented Reality (AR) and Its Importance in Education: AR overlays digital content on the real world, allowing users to interact with both. A quasi-experimental design was applied, comparing an experimental group using AR to a control group without AR. 2.3.4.5.6