Mobile serious games with ARLearn

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Mobieltjes?

• Sensoren
• Identificeren context

Situated Learning

• Context
  – Sociale context
  – Locatie
• Opdrachten
Near Field Communication
Micro interactions

- Payment
- Change phone settings
- Reset/activate alarm
ARLearn

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ARLearn toolkit

- Fieldtrip system
- Augmented Reality
- Notification framework
- Serious gaming
- mobile app
- Virtual reality
- Rich media
ARLearn and Google App Engine
Open source
Serious games

- Scoring
- Progress
- Team play
- Roles

Game
- Welcome message
- Assignment 1
- Feedback
- Assignment 2

Run
- Teams
- Players
- Stefaan
- Marcus
- Answers
- Actions

Run 2

Thursday, April 4, 13
Lifecycle of a media item

Invisible

\[\text{dependsOn}\]

visible

\[\text{disappearOn}\]

Invisible
# ARLearn Case studies

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<th>Scavenger</th>
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ARLearn Case studies
ARLearn case studies

- Florence case study (fieldtrip)
- UNHCR hostage taking case study (role play)
- Elena Language Learning
- Openbare Bibliotheek Amsterdam (belevingstocht)
- South Africa office employment (role play)
- Emurgency (stress, role play)
- weSPOT: inquiry based learning
Op bijgaande tekening kun je zien hoe Brunelleschi’s ontwerp voltooid moet worden. Bedenk dat de geleding ervan ‘klassiek’ wordt genoemd; hoe uit zich dit dan?

Maak van deze hoek zo goed mogelijk een foto en spreek in vijftig woorden in hoe hij de hele gevel heeft geleid.
Hostage Simulation: Real World Training for critical situations
Roles / teams

Head of Office - Security Officer - Staff Welfare

a role is performed by a small group with smartphone.

advance organizer for real drill

take decissions / collaborate

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Message List

Question

Important Message

Question

After informing your country's Representative, what do you do next?

- Make contact with the hostage takers to find out the demands
- Liaise with other UNHCR staff to establish when, where and why the hostage was taken.

Submit answer
ELENA: language learning for kids (4-6y)

context!

game patterns
More...


Get Started

This manual will help you to get started with ARLearn in four steps:

1. Download the ARLearn app from the google play
2. Create your first game
3. Create a run, to deploy the game on your mobile devices
4. Open ARLearn on the mobile device to play the game.

ARLearn smartphone app

At this moment ARLearn is only available for android. An iphone client is currently being developed.