Lithuanian Visionary Workshop: ARLearn

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Mobiles?

- Sensors
- Identify Context

Situated Learning

- Context
  - Social
  - Location
- Assignment / learning process
camera + network
Near Field Communication (NFC)

- Extends RFID
- Passive mode
- Active mode
Near Field Communication
Micro interactions

• Payment
• Change phone settings
• Reset/activate alarm
Augmented Reality

= camera + gps + accelerometer
HUD versus Tricorder

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Senses

- sight
- hearing
- taste
- smell
- touch
- balance
- ....
ARLearn: hearing

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ARLearn toolkit

Fieldtrip system

Serious gaming

Augmented Reality

mobile app

Virtual reality

Notification framework

Rich media
ARLearn and Google App Engine
Open source
Serious games

- Scoring
- Progress
- Team play
- Roles
Lifecycle of a media item

Invisible

dependsOn

visible

disappearOn

Invisible
### ARLearn Case Study

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Open Universiteit celstec.org
Cultural Science Fieldtrip in Florence

Op bijgaande tekening kun je zien hoe Brunelleschi’s ontwerp voltooid had moeten 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 geleed.

Add Picture

Start Recording
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 decisions / collaborate
ARLearn2

UNHCR
The UN Refugee Agency

(( touch to start ))

Important Message

Monday, November 18, 13
Question

Important Message

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
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Streetlearn: ARLearn streetview client

A visitor in the gallery is proud of her knowledge about the debate over the architecture of this building. She says, that a famous architect stated: “Hier wil ik geen discussie over hebben, dit ontwerp keur ik zonder meer goed”. But she forgot who it was. Can you help?

From which architect was the quote?

A. F.J. Dupont  
B. A. Bodon  
C. J.F. Staal

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

context!

game patterns
More...

- http://portal.ou.nl/web/topic-mobile-learning/

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**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.