Maak zelf een mobiele game met 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
Augmented Reality

= camera + gps + accelerometer
Augmented Reality: Locatory
Zintuigen

- zicht
- gehoor
- tastzin
- reuk
- evenwicht
- ....
ARLearn

Centre for Learning Sciences and Technologies
ARLearn toolkit

- Fieldtrip system
- Augmented Reality
- Notification framework
- mobile app
- Rich media
- Serious gaming
- Virtual reality

Centre for Learning Sciences and Technologies
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 studies

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<th>Scavenger</th>
<th>Adventure</th>
<th>Decision</th>
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<td><strong>CASUS</strong></td>
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<td><strong>Milgram’s continuum</strong></td>
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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.
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
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
ELENA: language learning for kids (4-6y)

context!
game patterns
ARLearn games as open educational resources (OER)

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<tr>
<th>Games</th>
<th>Description</th>
<th>Long Description</th>
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ARLearn: what is next: Google Glass Project?
More...

- [http://www.ou.nl/arlearn](http://www.ou.nl/arlearn)

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.