ARLearn: mobile serious games in context

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Mobiles?

• Sensors
• Identify Context

Situated Learning

• Context
  – Social
  – Location
• Assignment / learning process
Magie?
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 layar

= camera + gps + accelerometer
HUD versus Tricorder
Senses

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

Centre for Learning Sciences and Technologies
ARLearn toolkit

Fieldtrip system
Augmented Reality
Notification framework

Serious gaming
mobile app
Virtual reality
Rich media

Centre for Learning Sciences and Technologies
Open Universiteit
celstec.org
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

Friday, November 22, 13
Lifecycle of a media item

Invisible

dependsOn

visible

disappearOn

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

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.