Augmented Reality for PDP

Background

Augmented Reality allows video, images, sounds, 3D models and animations to be overlaid onto the camera screen of a smartphone or tablet. The media is triggered by a pre-scanned image from the real world environment which is viewed through the camera of the device. For example the heading of this poster acts as a trigger for an image part of Anglia Ruskin.

AR has been used in many areas of teaching and education (Dunleavy 2014), (Bloxham, 2013) and this project seeks to establish a framework of pedagogic practice for its use in teaching and learning at Anglia Ruskin.

The Research Challenge so far...

We have been using AR to engage our first year Computer Gaming Students with the rather boring topic of 'PDP'. This is essentially a course focused on skills, such as report writing, group work, presentation skills, using the library for research and referencing. In the past we have just told them what to do – now we are getting them to use these skills in a mini project. We scaffold and support their learning but leave the development of AR artefacts to them. This is a problem based learning approach where the created artefact is not as important as the process of finding out and reporting what has been done.

Project Outcomes

We have used AR as a trigger for group work, reflection, blog posting (part of project management), research, referencing, reflection, media handling, presentation, investigating library resources.

What Next?

We plan to explore more sophisticated AR tools by working with our partner schools to create a series of 'critical incidents' around classroom behaviour. This material will be used to create information about the 'protagonists' and form part of a behaviour management workshop, for use internally and externally. It will enable participants to use the artefacts as part of a scaffolded approach to reflection; and to explore different approaches to the incident.
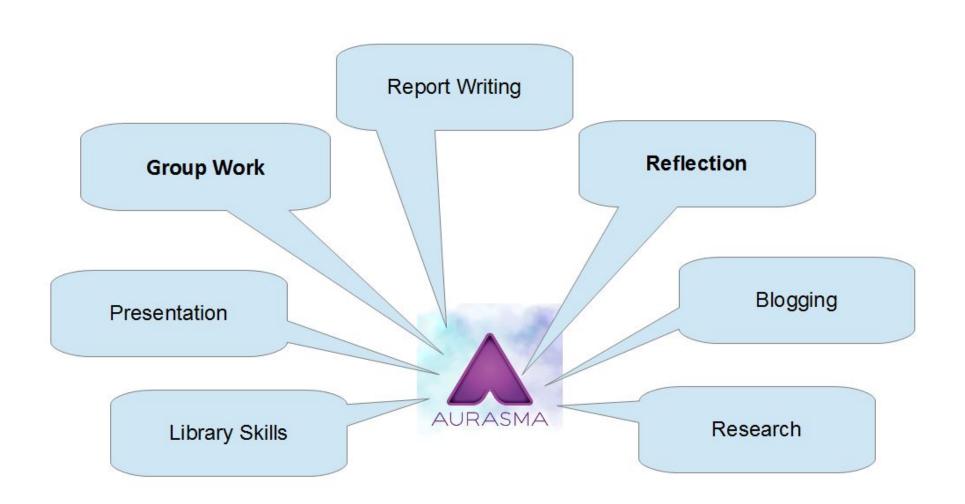
We plan to extend the evaluated framework to other contexts, for example by working with our new paramedic science colleagues and other health professionals.

Further Information:

Our project website at: AugmentedARU.org (*or use QR code*).

Download Aurasma (itunes or googleplay, more information can be found on AugmentedARU.org or use red QR code)
Search for Aura Channel CGT_PDP_MH - two triggers, one focuses on Group Work but include the Aurasma logo in bottom right corner, the other focuses on Reflection and includes Aurasma logo in bottom left corner.

Dunleavy, M., Debbe, C. 2014. Augmented reality teaching and learning. In J.M. Spector, M.D Merrill, J. Elen, & M.J. Bishop (Eds.), *The Handbook of Research for Educational Communications and Technology (4th ed.)*. New York: Springer.

Bloxham, J., 2013. *Pedagogical arguments for Augmented Reality as an educational tool*. JISC, RSC blog. [online] Available at <http://jiscrsc.jiscinvolve.org/wp/2013/05/augmented-reality-education/>