MODERN
EDUCATIONAL
Methods

3rd Newsletter

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LTTA 2 "Augmented Reality Into The Classroom"

The 2nd LTTA titled "Augmented Reality Into The Classroom" hosted by ESCHOOL EDUCATIONAL GROUP has taken place in Karditsa, Greece during the week of September 20-24, 2021 .
Using Technology in the Classroom is FUN for both teachers and students!
In this modern digital era, learners are constantly at the recipient end of a lot of information and stimuli rendering traditional teaching practices obsolete. To that end, teachers are required to further advance their digital competences and educational methods, approaches and strategies.
To this end, the goal of this LTTA was to offer educators the necessary skills to create and use Augmented Reality (AR) and Virtual Reality (VR) examples in the learning process. The course provided Adult Trainers with both theoretical and practical knowledge in order to be able to create and use AR and VR examples in order to motivate and encourage their learners. After the end of the course, the participants acquired a better understanding of the concept and potential benefits of AR and VR use and they improved the skills and competences that are required to convey knowledge to their learners in a more attractive way.
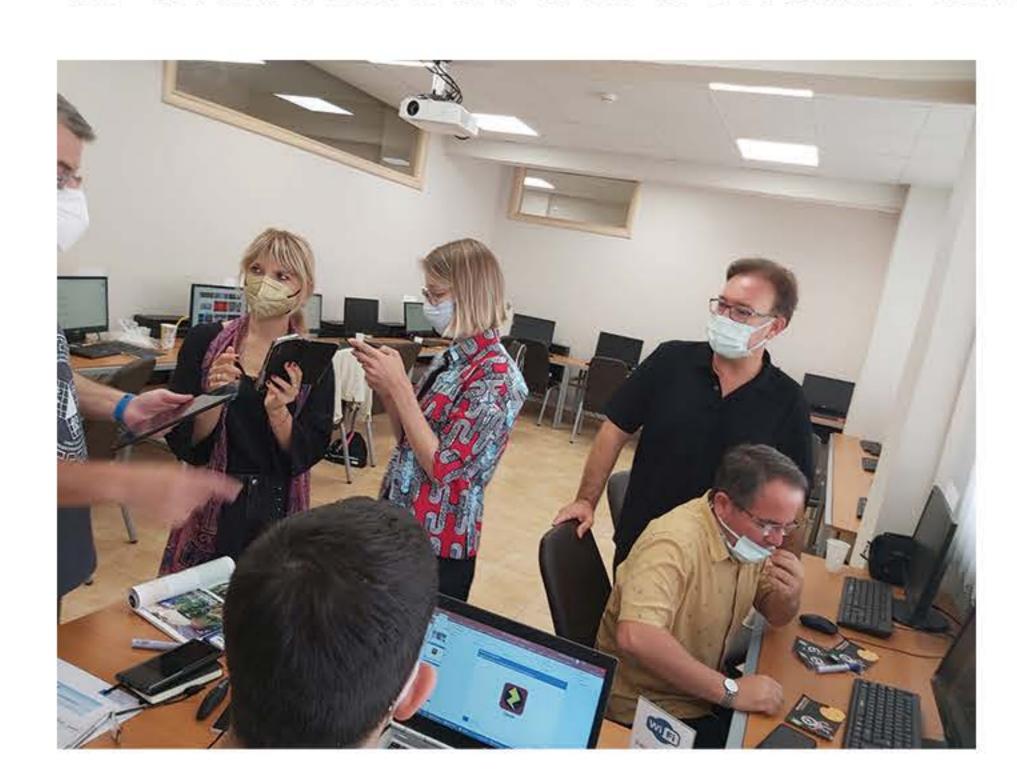
The Purpose

More specifically, the purpose and scope of this Learning, Teaching, Training Activity was to familiarize the participants with the modern educational method of Augmented Reality (AR), acquainted them with how AR works so that they can use AR apps for educational purposes and be able to create basic AR content to use in their teaching sessions.
The participants explored the possibilities offered by Augmented Reality and were prompted to think about the benefits and overall role of AR in Education.

They were introduced to the various applications it may have in the classroom and were presented to a wide range of activities they can utilize in their own teaching contexts. They learnt to distinguish among Marker-Based AR, Recognition based AR, Location based AR and different kinds of AR Software.

Introduction to an AR platform

They were given the opportunity to be acquainted with and use AR software such as the SketchUp design software and make 2D and 3D Models with it.
The participants were also introduced to an AR platform and were presented with tools for building content for AR.
They also designed their own lesson plans incorporating AR and used relevant software to explore the local culture of the hosting organization.

The Partners

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