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Using Mobile Augmented Reality Games to develop key competences through learning about sustainable development



Utilizing an emerging technology, Mobile Augmented Reality Games, students can be properly trained and respond to future challenges related to social change and information management

In this rapidly changing and highly interconnected world, citizens will need a wide range of competences in order to flexibly adapt. Education has a key role to play in this process. However, implementing key competences learning in school classrooms is not an easy task. It involves not only specifying them in curricula, but also developing learning environments that promote active learning and support students' creativity, exploration and experimentation. Mobile Augmented Reality Games (MARG) are gaming environments played in mobile devices that augment physical world with virtual, location-specific and contextual information, teamworking and communication abilities, and thus provide opportunities for in-situ or inquiry-based learning.

Project's objectives

- ✓ To explore the potential of innovative technologies in formal or informal settings by presenting examples of Mobile Augmented Reality Games (MARG) and developing user guidelines for them.
- ✓ To develop a learning design framework for developing students' digital and civic competences through MARG.

- ✓ To provide educators with the necessary technical knowledge to create their own content for fostering students' key competences through learning about sustainable development
- ✓ To provide educators with the tools and methodology to implement, evaluate and assess key competences of their students as well as act as educators-researchers through action research-based education.



Project's deliverables

- ✓ O1. An Augmented reality Teaching Toolkit
- ✓ O2. Learning design framework and scenario
- ✓ O3. Development of Mobile AR games
- ✓ O4. Research study on MARG intervention
- ✓ O5. MARG MOOC

