

Multiplier Event



ABOUT THE PROJECT:

The ARTse project addresses two crucial priorities within the European Union, namely the need to encourage a higher level of sustainability on our lifestyles and to promulgate digitalisation within member states.

ARTse pursues a specific goal of developing an AR assisted curriculum for Sustainable Development which is cross curricular and extends beyond national boundaries in its applicability and is supported by a guidebook, AR supported case studies, lesson plans and Augmented Reality experiences to be used as pedagogical tools. Although educators are the main beneficiaries of this project, the overarching objective is to stimulate the current Gen Zers and the forthcoming Generation Alpha students by creating an educational environment where physical and virtual worlds intermingle.

AR enhances the interactivity between student and learning, encourages student engagement and promulgates collaboration and peer learning. All resources are intened to extend beyond the physical confines of classrooms to render themselves valid and relevant for use in virtual classrooms.



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Programme

08.30 - 09.00	Registration and welcome coffee
09.00 - 09.15	Welcome and introductions
09.30 - 09.45	ARTse project and the Intellectual Outputs – challenges and outcomes
09.45 - 10.15	Curriculum on Sustainable Goals using Augmented Reality and the creation of 3D experiences Focus will be placed on AR for SDGs 3, 6, 7, 9, 11 and 12
10.15 - 10.45	Guidebook on creating Augmented Reality and Case Studies
10.45 - 11.00	Coffee Break
11.00 - 11.15	AR – The Student Perspective
11.15 - 12.15	Hands-on Workshop – Participants will be divided into groups and will have the opportunity to experiment and experience the creation of teaching/learning resources using Augmented Reality. These include handouts, outdoor activities amongst others.
12.15 - 12.30	The Workshop Experience – Feedback and Results
12.30 - 14.30	Networking Lunch

