

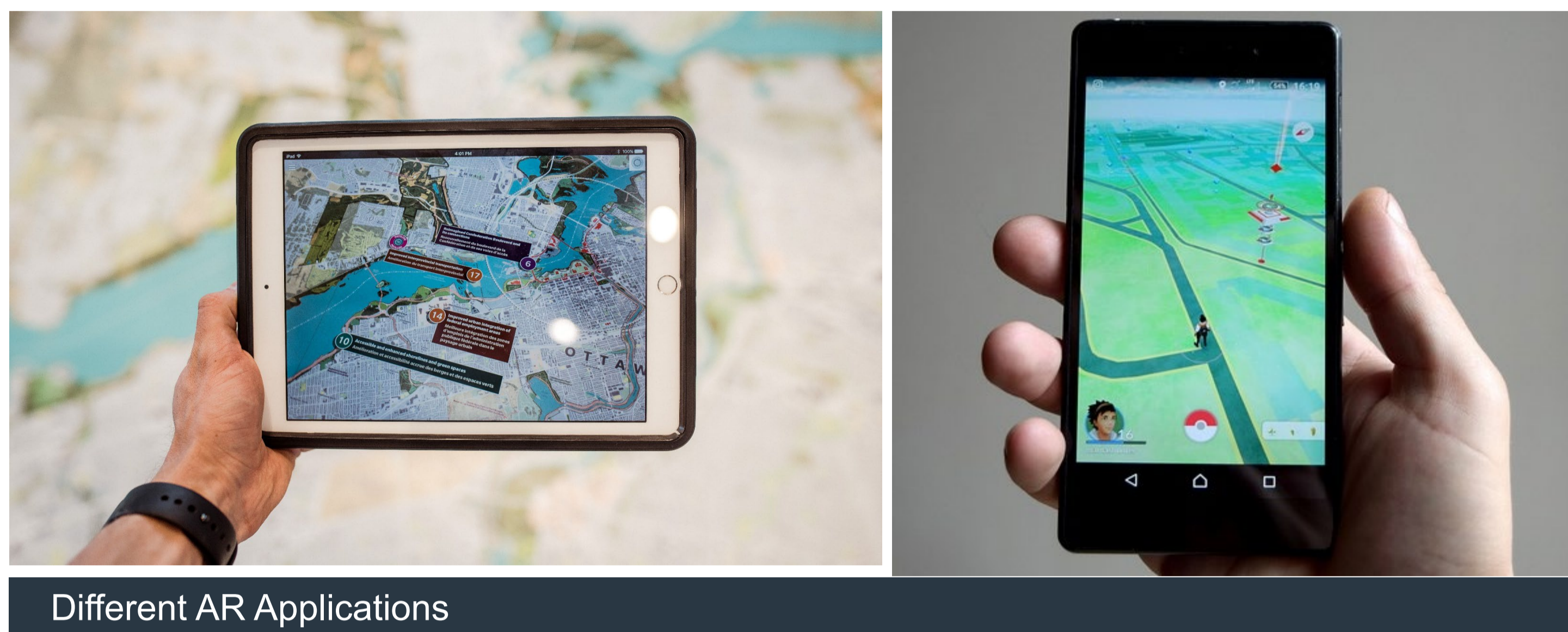
Title: Open Source Augmented Reality Learning Authoring Platform

Deogratias Shidende, Digital Business Management



Project Description

The project aims at developing an inclusive and accessible open-source Augmented Reality Learning Authoring Platform (AuReLiA) by using open-source libraries and approaches. The platform will author learning applications in different settings and disciplines for university classrooms, on-the-job training and connects to open source LMS such as moodle.



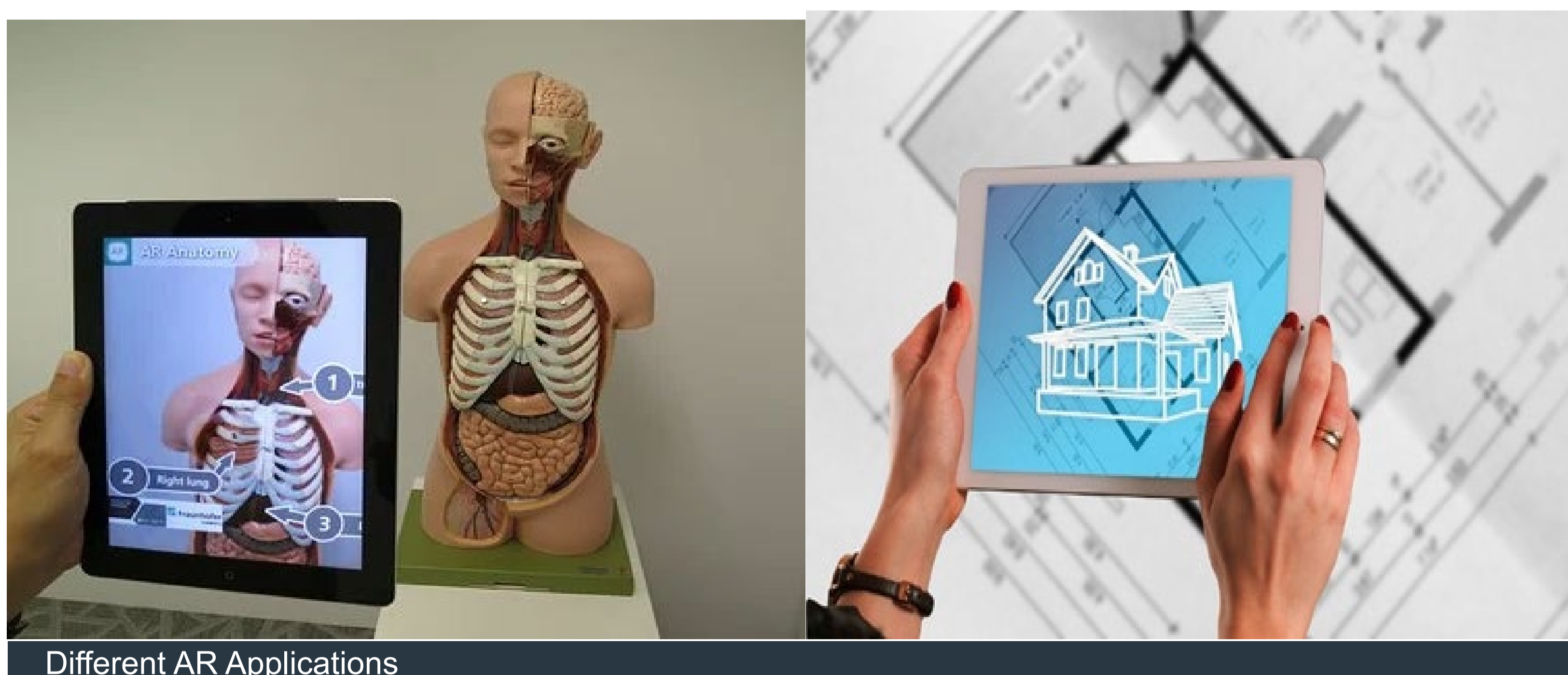
Different AR Applications

Methodology

- » The research will employ various methods, including interviews and focus group discussions with programmers, lecturers, students and companies, prototyping and user testing.
- » While the agile development with Scrum will be used to develop the AR authoring platform, the project will adopt the evolutionary prototyping to develop authored AR applications.
- » The three (3) years project started 01 January 2021.

Interested in this Project?

- » If you are interested, please contact Prof Dr Moebis (contact below)



Different AR Applications

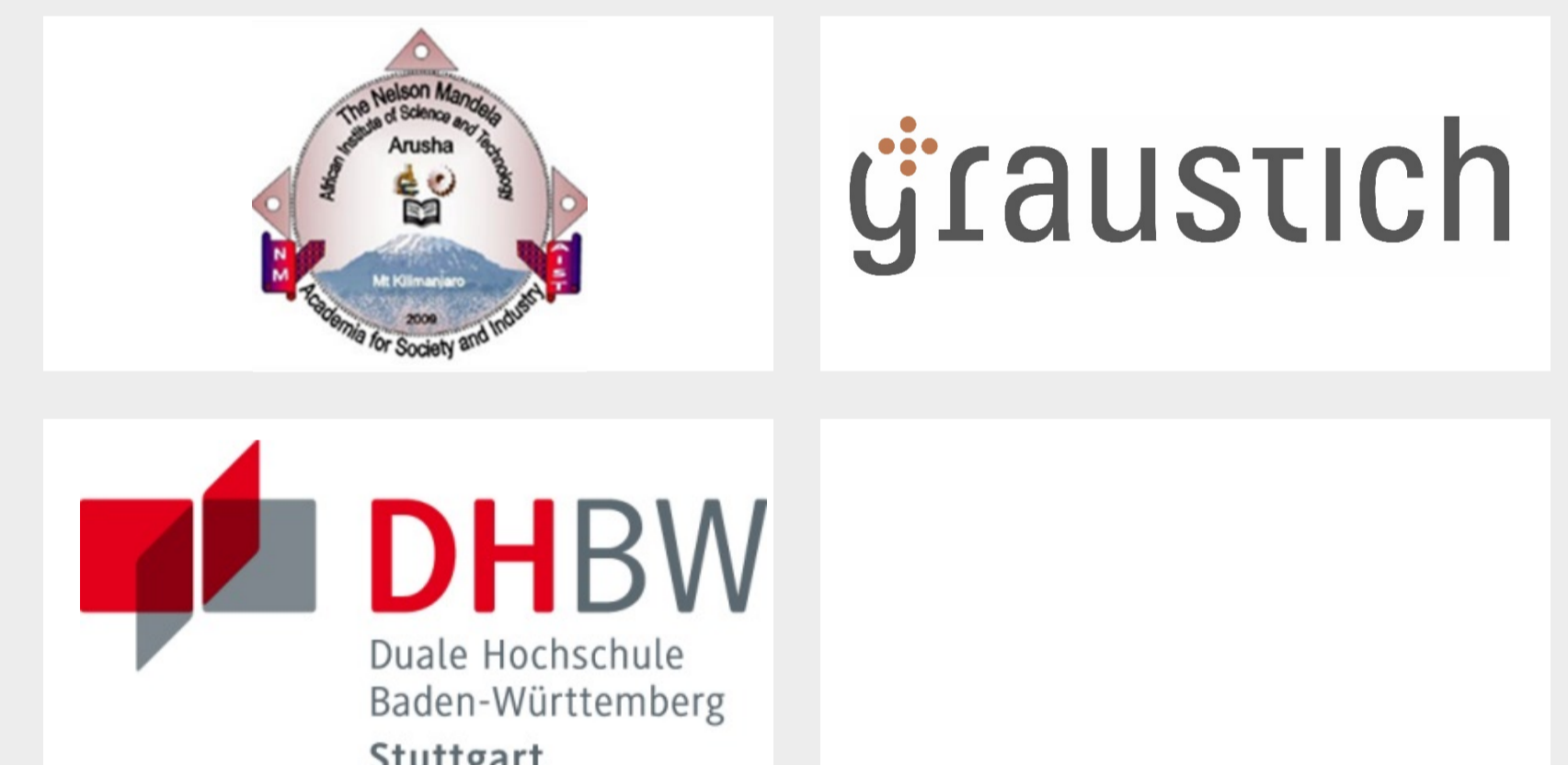
Expected Results

- » The research will contribute knowledge to the area of AR learning especially on how to apply open-source libraries and approaches to develop AR learning authoring platform.
- » The research will contribute AR source code for other similar applications
- » The results will support non-technical authors such as lecturers and partner company staff with different level of accessibility, in enabling AR applications suitable for teaching various disciplines
- » Increase the interaction among partner universities, DHBW and its partner organisations (Lernortkooperation)

Outlook

The AR learning authoring is very relevant for digital and cooperative learning, internationalisation and transfer of knowledge across borders
We are interested in working with the DHBW industry, organisational partners, our partner universities and colleagues within DHBW.

Cooperative Partner



References

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- » Akçayır, M., Akçayır, G., Pektaş, H. M., & Ocak, M. A. (2016). Augmented reality in science laboratories: The effects of augmented reality on university students' laboratory skills and attitudes toward science laboratories. *Computers in Human Behavior*, 57, 334-342.

Contact

Duale Hochschule Baden-Württemberg

Project Website:
<https://www.heidenheim.dhbw.de/forschung-transfer/labore/aurelia>

Prof Dr Sabine Moebis: moebs@dhbw-heidenheim.de
Deogratias Shidende, MSc
deogratias.shidende@dhbw-heidenheim.de