## Project Location

**Country:** Estonia
**City:** Kuressaare

## Organization

**Organization Name:** Kuressaare Gymnasium
**Organization Type:** School

## Website

http://kgdigikool.weebly.com/tegemised.html

## Privacy Law

Consenso al trattamento dei dati personali
**Do you authorize the FMD to the treatment of your personal data?: I do authorize the FMD to the**

## Project Type

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## Project Description

**Description Frase (max. 500 characters):**

Augmented reality as learning environment - interactive collaborative elearning with "alive" learning materials.

**Project Summary (max. 2000 characters):**

With using augmented reality apps, there are no borders for learning contexts or environment. Augmented reality allows to combine and connect real-life scenarios and objects with digital environment perceptions.

Our project starts in autumn 2014, when project group students started to learn augmented reality apps - Aurasma and Collaraps. Then project-group students organized and aura-exhibition-workshop for younger school-mates ( https://www.youtube.com/watch?v=jQ6qI2kRX2Y [1]) about using mobile apps and making auras. In this way older students are working as menthors for youngers. The next step was organizing an exhibition of augmented reality objects made by students from 1st to 3rd grade. Next step in our project was to change it into an international project and we started common project with school on Faroe Islands (Denmark). We are using online workshops and Skype conferences as working tools and we are planned also student exchanges. Students will give an opportunity to practice their skills in real-life situation and practice new pedagogical methods: project-based, problem-based, inquiry-based, game-based learning, flipped classroom etc. Olders students can be in the role of menthors to teach youngers for innovative ways of using digital media. After common learning students will organize activities (exhibitons, workshops, conferences) to other students to show what they have learned.
All materials, made during project, will use educational cloud services to made materials visible.

## How long has your project been running?

2014-10-30 23:00:00

## Objectives and Innovative Aspects

Using augmented reality in learning helps develop equal opportunities in inclusive education and to promote creativity and innovation in education.
Teachers and students are working as partners, advanced students are involved as menthors, all participants have good opportunity to try new digital tools for learning and teaching and to practice new pedagogical methods: project-, inquiry-, problem-, game-based learning, flipped classroom, BYOD-lessons etc.
During projects only free apps are used (Aurasma, Collarapp etc), participants can use their own devices, but for workshops it is possible to use equipment at school. We will use Skype conferences for preparatory work, also social media for groupworks (Facebook groups, Edmodo),and different mobile apps (EdSelf etc), educational resource cloud services will be used.

## Results

**Describe the results achieved by your project How do you measure (parameters) these. (max. 2000 characters):**

Participat
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**How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):**

We have

schools 35 students) - and as students can be the project-managers also, maximum number of participants is not expired.
We will use Skype conferences for preparatory work, also social media for groupworks (Facebook groups, Edmodo),and different mobile apps (EdSelf etc), educational resource cloud services will be used.

## Sustainability

**What is the full duration of your project (from beginning to end)?:** Less than 1 year
**What is the approximate total budget for your project (in Euro)?:** Less than 10.000 Euro
**What is the source of funding for your project?:** Grants
**Is your project economically self sufficient now?:** Yes
**Since when?:** 2015-06-29 22:00:00

## Transferability

**Has your project been replicated/adapted elsewhere?:** No
**What lessons can others learn from your project? (max. 1500 characters):** All participants have goo
practice new pedagogic
classroom, BYOD-lesso

**Are you available to help others to start or work on similar projects?:** Yes

## Background Information

**Barriers and Solutions (max. 1000 characters):** Project is based on practical using own digital device
ifdevices are different or using different software - it m
for instructional materials, video-tutorials etc. Of cours
differences, but it is also good change to learn more.
**Future plans and wish list (max. 750 characters):** Through similar projects it is possible for particiapa
similar visions for future. Participants can compare
local communities and will try to find ways how can
Augmented reality can be as sample platform for si

elearning [2] BYOD-lessons [3] augmented reality [4]

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**Links**
[1] https://www.youtube.com/watch?v=jQ6qI2kRX2Y
[2] https://gjc.it/en/category/parole-chiave-separate-da-virgole/elearning

[3] https://gjc.it/en/category/keywords-separate-with-commas/byod-lessons
[4] https://gjc.it/en/category/keywords-separate-with-commas/augmented-reality