Engage,Motivate, Accommodate with Augmented Reality

http://bit.ly/AZTapAR

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Learning Objectives

Learning Objective #1. Participants will identify at least 3 ways to accommodate students using augmented reality.

Learning Objective #2. Participants will develop one augmented reality aura.

Learning Objective #3. Participants will discuss 1 augmented reality app for creation and at least 2 other augmented reality app with already created augmented reality.

Our Agenda

1. What is Augmented Reality (AR)
2. My Journey
3. Some “whys”
4. Pilot Project
5. Make an Aura
6. Gallery Walk
7. Other AR Apps
8. Questions

What is Augmented Reality?

Augmented reality is a live direct or indirect view of a physical, real-world environment whose elements are augmented by computer-generated sensory input such as sound, video, graphics or GPS data.Wikipedia

Augmented Reality Vocabulary

Aura- your final product
Target- the picture, object, or location that you will augment.
Overlay- The information you put on the target to augment it.
Channel- Where you save your Aura

My Journey

5 Years ago was the birth of the Aurasma App which is now HP Reveal app.

I was thinking there has to be a way to use Augmented Reality in special education.

Some Questions I had…

- Have you ever wished you had a social story handy, but couldn't find it or you were in the wrong environment?
- Have you ever had a parent say that they wished they could understand what their child was to do on an assignment?
- Have you ever had a student that wanted to be handed a paper that looked like everyone else?
- Have you looked for engaging ways to transition students to new surroundings?

Pilot Project

A pilot project was started with the objective: To use augmented reality to create supports for students in special education on their goals and to increase their independence.

Measuring student engagement, increased positive behaviors, accessibility within the environment, and on task.

Classrooms involved in Pilot

1. Resource Room
2. Students with Significant Disabilities
3. Preschool Classroom
4. Behavior Classroom
5. General Education

Aura Ideas

1. Social stories or video modeling on a location or item
2. Video modeling on preschoolers schedule
3. Video modeling on centers
4. Imbedding video on text
5. Transitioning students to new classroom
6. Introducing classmates to students
7. Worksheets with word banks, text to speech embedded.
8. Interactive word walls
9. Core Vocabulary Boards

Pros and Cons

Sure we had problems...

but

we also had some great results from our work!

"Ask brown bear what he sees. He hates that!"

Cons

- Trigger images
- (angle, background, and colored images),
- if done on computer-it can take longer to send to iPad
- internet access
- holding device still for our students with physical disabilities.

"No story tonight; the wi-fi's out. Good night, sweetie."

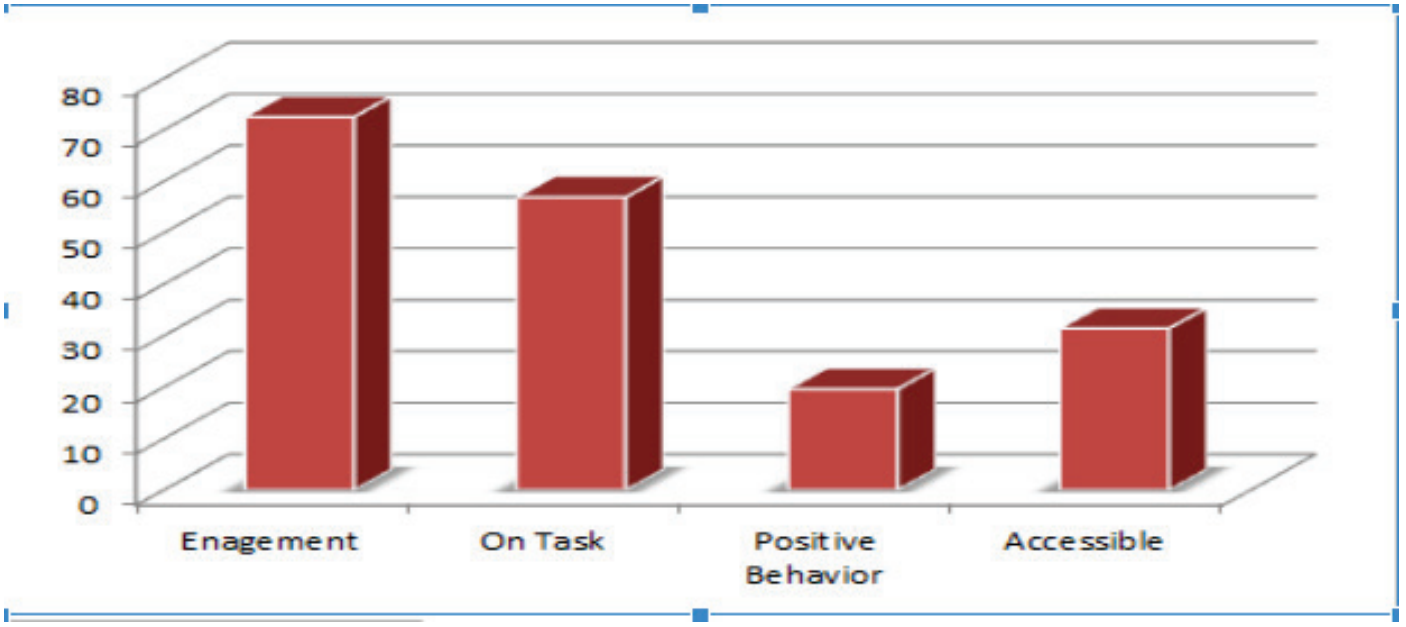
Pros 1 of 2

- Engagement
- Good strategy/UDL
- gives independence
- cross curricular activities
- can be quickly made once you know how
- can be individualized
- can remove video/pic off of iPad
- including all staff
- students asking to create

Pros 2 of 2

- can laminate and still use
- can be colored or black and white
- can have multiple layers
- building positive peer interactions with general education and special education
- cool factor
- increased time on task
- easily accessible within the environment
- increased positive behavior

Data



Increase in engagement, on task, positive behavior, accessible

What type of accommodations do you or your students use?

https://padlet.com/tzaugg/vprr63tt7hm5

Examples

- Interactive Word Walls
- Social Stories embedded in the environment
- Interactive Worksheets
- Interactive Biographies of students and teachers Interactive Books
- Interactive Tests
- Independence for directions
- Homework

https://padlet.com/tzaugg/vprr63tt7hm5

Results/Discussion

Augmented Reality Vocabulary

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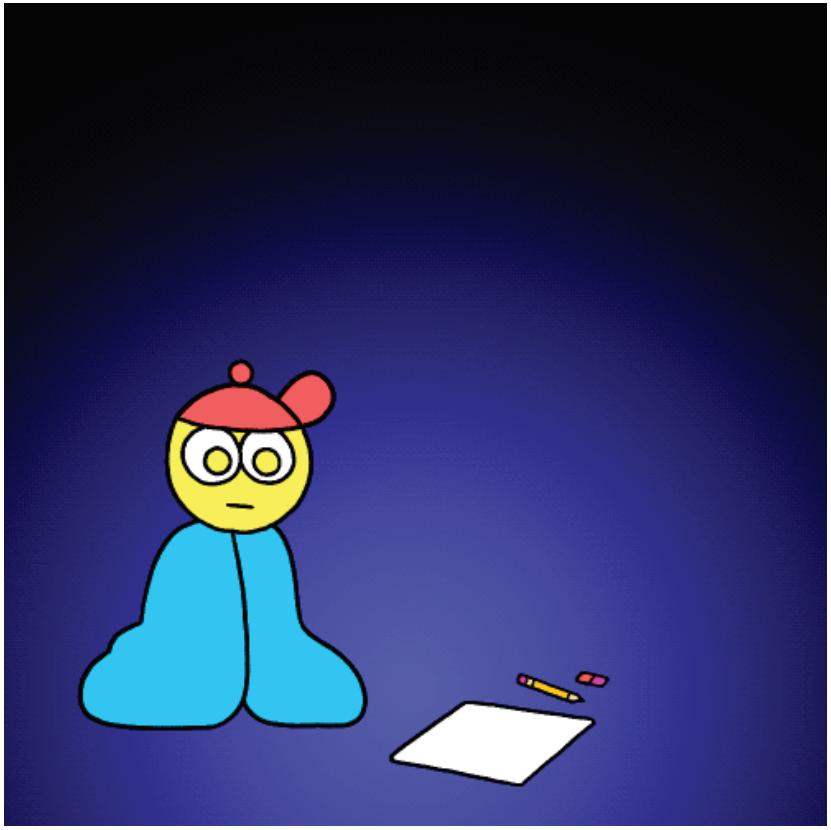
Let Us Create



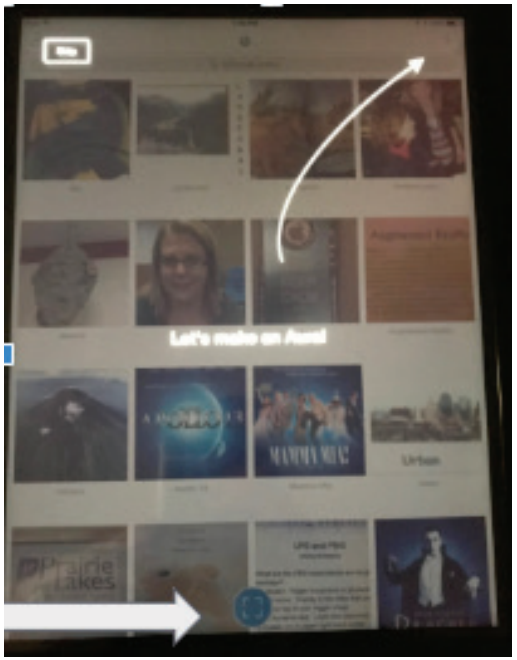
App in iTunes

App in Google Play

Let's Give It a Try

1.Open HP app

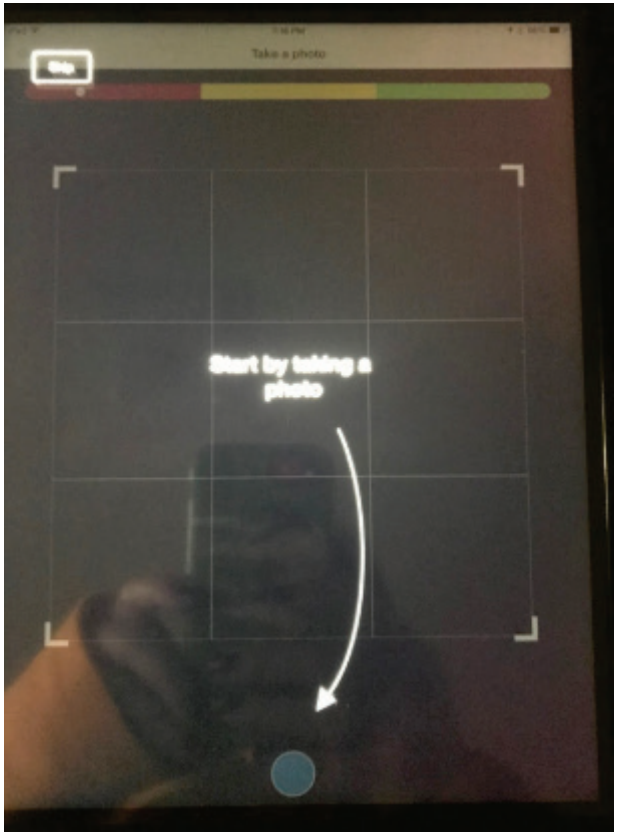
2.Click on square on bottom of the screen



Trigger Picture

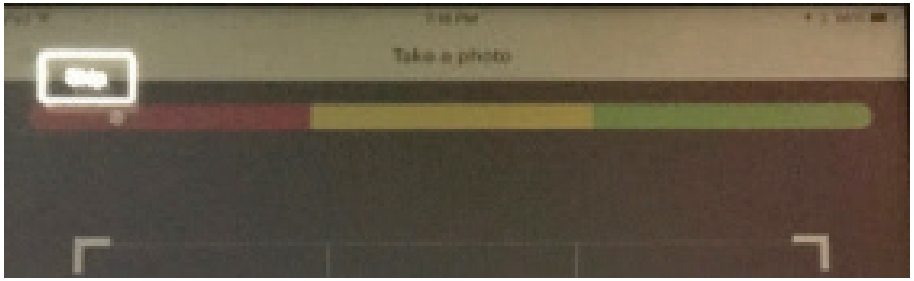
Take a trigger picture
(Target)

Make sure it isn’t something that is going to change, for example hands on a clock.



Toolbar

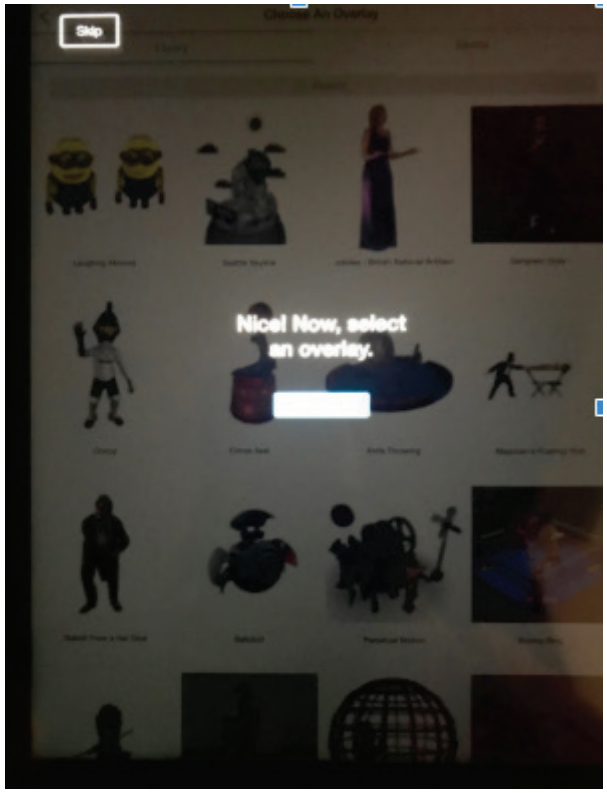
Notice the red, yellow, and green bar. This helps you to know if it is a good target.



Overlay

Add an overlay.

You can use an overlay built into the app or use something from your camera. (example, videos)



Positioning

Position your overlay on where you want it on the picture.

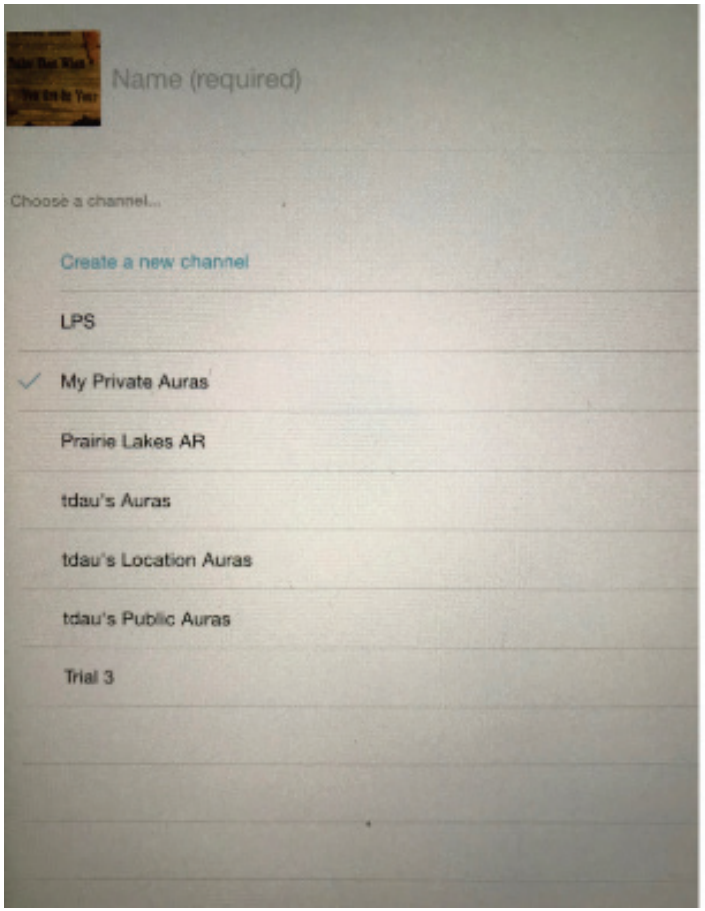
Additional Tips

- You can pinch and pull your overlay to make bigger or smaller.
- When you double click on the screen, you can move away from the target and still have the overlay play.

Channels

Add it to a channel. You can have private or public channels.

This is where you Aura will be saved.



Follow My Channel

Home screen
Search “tdau” in Discover Auras bar

Other Augmented Reality Apps

Virtual-tee
Space Flashcards

Merge Cube
Merge for Educators

(Facebook)

Science AR Posters
FreedomStories
Elements 4D
Anatomy 4D
Alphabet Flashcards

Google Expeditions
AR/VR Periodic Table
Catchy AR

Questions

FREE STUFF?

Thank You for Attending

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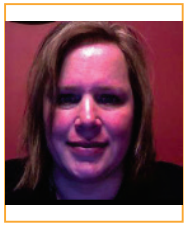
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