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# FLIPPED CLASSROOM AUGMENTED REALITY RESOURCES







Fourth short-term exchange of groups of pupils in Spain



Flipped Classroom strategy to fight against school absenteeism improving students motivation and performance

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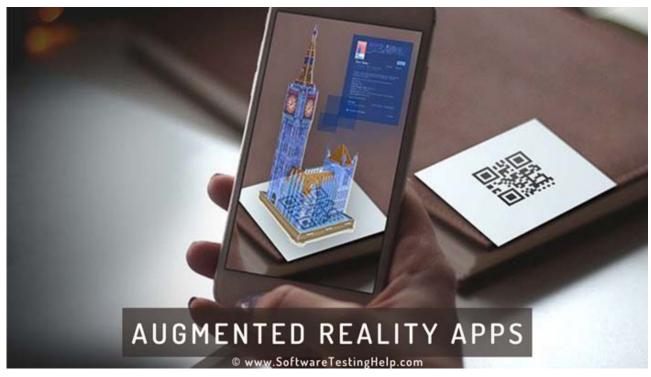


## Introduction

In this third workshop we are going to experiment some Augmented Reality apps applied in education.

We will learn about:

- ✓ Quiver
- ✓ Arloopa
- ✓ Merge Cube
- ✓ Aumentaty





I.E.S. "LOS CERROS"





## Introduction

In this workshop will be necessary a mobile phone or tablet, and a handmade Merge Cube.





Video 1

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## Quiver

With Quiver we will bring into life coloring pages to animate images creating immersive coloring experiences.

Video 2











## Arloopa

Arloopa blends new content into the user's real life environment with Augmented Reality technology.









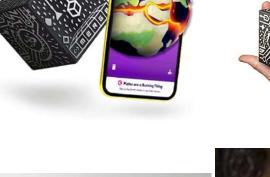




## Merge Cube

- The Merge Cube is the only object that lets you hold holograms in your hand and interact with them in a natural way. This powerful tool enables amazing new learning experiences.
- ✓ The app merge <u>Object Viewer</u> let us to spark the content.
- Signing in merge EDU platform we will be able to upload our own content designed for example with <u>Tinkercad</u>.

Video



#### HOLD ANYTHING

Merge Cube lets you touch and interact with digital 3D objects







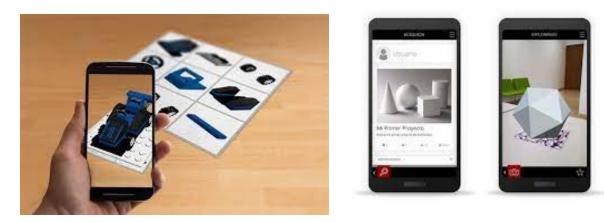






#### **Aumentaty**

- This is a free platform in which people can create and exchange augmented reality content. Create, share, rate, and view.
- We can use the tool <u>Creator</u> to create augmented reality projects which can display 3D models associate videos, pictures, text, etc., to markers.
- ✓ After that we can use the app <u>Scope</u> to be able to view all the published content that was made by Creator.







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