## 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

## Introduction

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

We will learn about:
$\checkmark$ Quiver
$\checkmark$ Arloopa
$\checkmark$ Merge Cube
$\checkmark$ Aumentaty


## Introduction

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


## Quiver

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

## Quiver

Video $1 \quad$ Video 2




## Arloopa

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


Video $1 \quad \underline{\text { Video } 2}$


## Merge Cube

$\checkmark$ 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.
$\checkmark$ The app merge Object Viewer let us to spark the content.
$\checkmark$ Signing in merge EDU platform we will be able to upload our own content designed for example with Tinkercad.

## Video



## Aumentaty

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


## It's time to put


into
practice!

