WHAT IT IS

The project called "Discover climates" uses a table with projected augmented reality interface to allow children to interactively explore the issues around their environment and sustainability.
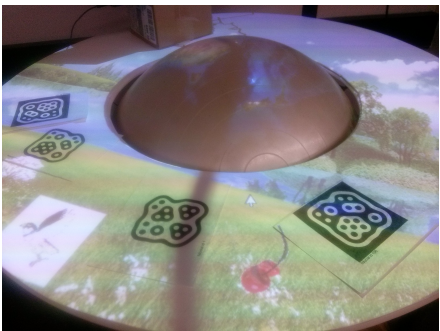
DISCOVER

Augmented reality in primary classroom

Discover it project will be set up in an Australian Primary Classroom (children aged 6-7 years old).

CLIMATES

By Shaden Aldakheel
SUPERVISED BY
DR.BEN MATTHEWS
Master thesis
THE UNIVERSITY OF QUEENSLAND

Actual views of the design, where fiducial markers have been used with augmented environments

THE PURPOSE

This project aims to develop children's long-term memory and understanding of how the environment works. The project also involves creating a setting to enhance the students' social relations with each other.
Reward system with learning tool for young children to create awareness of sustaining their little environment and to explore and discover different climates.

HOW IT IS WORKS

The teacher comments and explains the animals and the plants of this climate zone

Continental climate zone

Australia been selected as the chosen climate during spring season

5

Children will start to play with the marker location to test what will appear

Australia

Images of the selected climate

4

When there are other markers on the table animation number 2 will appear.

Australia

Images of the selected climate

3

Children starts to place their reward markers on the table

2

The teacher revolve the globe to the desire climate zone

Continental climate zone

Australia been selected as the chosen climate during spring season

1