

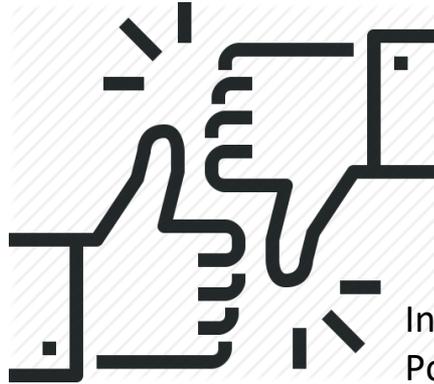


Using Augmented Reality to **Support Student Voice** in **Innovative Learning Environments**



**Dr Joanne Blannin, Research Fellow: Plans to Pedagogy & Digital Learning Leader
Melbourne Graduate School of Education**

Innovative Learning Environments...



Shared learning spaces
Shared teaching
Increased opportunities to learn with others
Shared/Team teaching
Range of learning spaces
(enclosed/open/small group/whole class)

Increased number of students in one space
Potential challenges of tracking student progress
Need strategies to engage with all students
How do we ensure all students are heard and supported
Potentially increased noise until strategies are in place
Potentially easier for a student to 'hide'



Student Voice

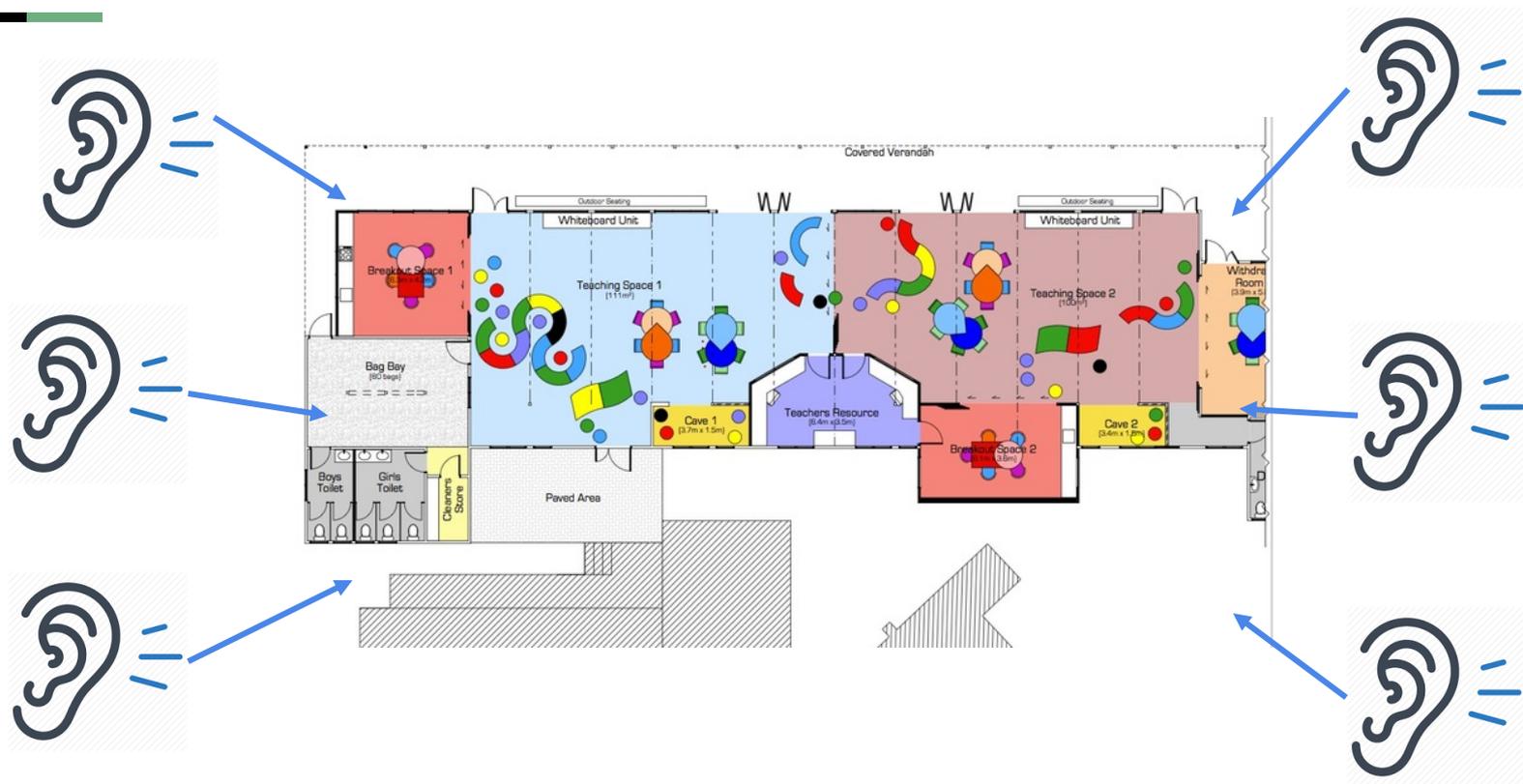
Recommendation 3: Ensure all students have the opportunity within schools to be partners in their own learning.

Gonski 2.0 [source]

Giving students a voice and **encouraging them to be partners** in their own learning not only **increases their agency and achievement**, but it also **creates positive long-term learning habits**.

According to the Gonski report, [student voice] also **builds a student's engagement** with their schooling, which is associated with **positive outcomes later in life**. [source]

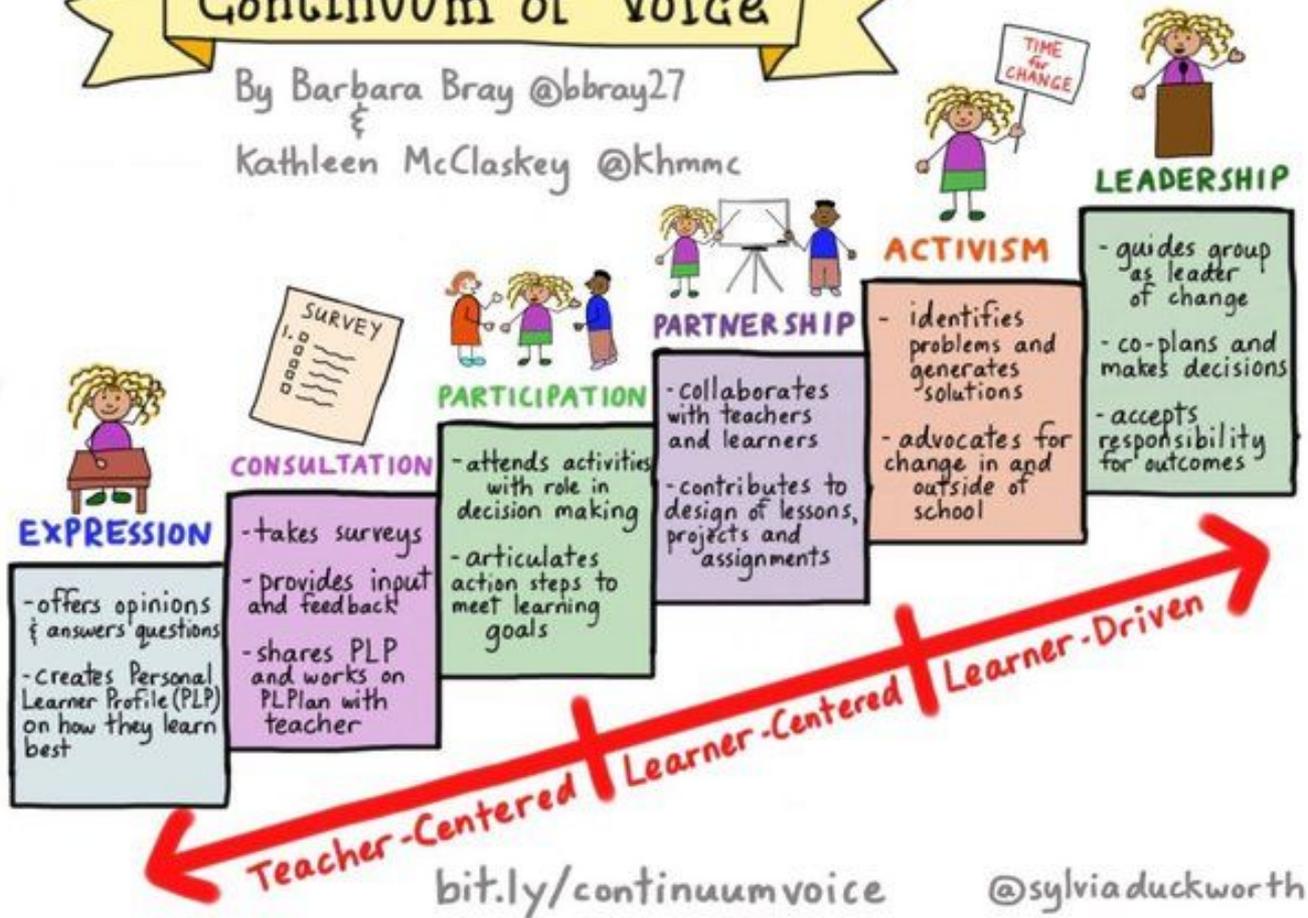
Student Voice in Innovative Learning Environments?



Continuum of Voice

By Barbara Bray @bbray27

Kathleen McClaskey @khmmc



bit.ly/continuumvoice

@sylvia duckworth

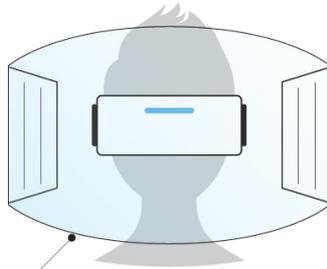
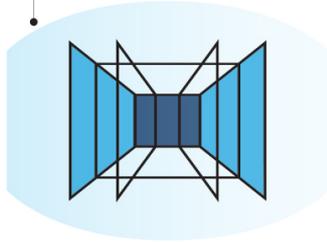
Augment = 'to add to'





VIRTUAL REALITY (VR)

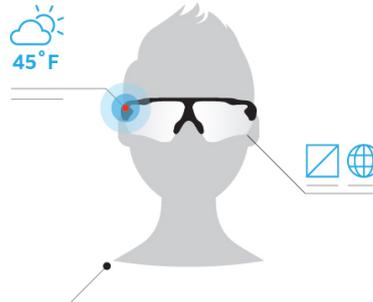
Completely digital environment



Fully enclosed, synthetic experience with no sense of the real world.

AUGMENTED REALITY (AR)

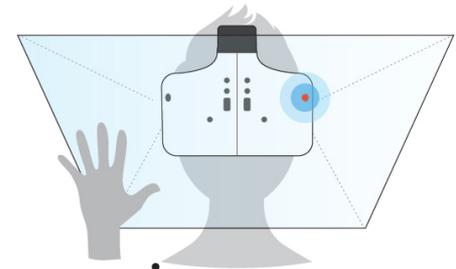
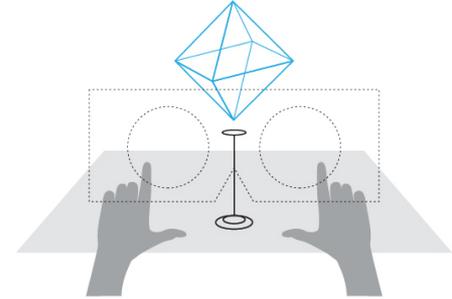
Real world with digital information overlay



Real world remains central to the experience, enhanced by virtual details.

MERGED REALITY (MR)

Real and the virtual are intertwined



Interaction with and manipulation of both the physical and virtual environment.

What is the difference?



Merge Cube



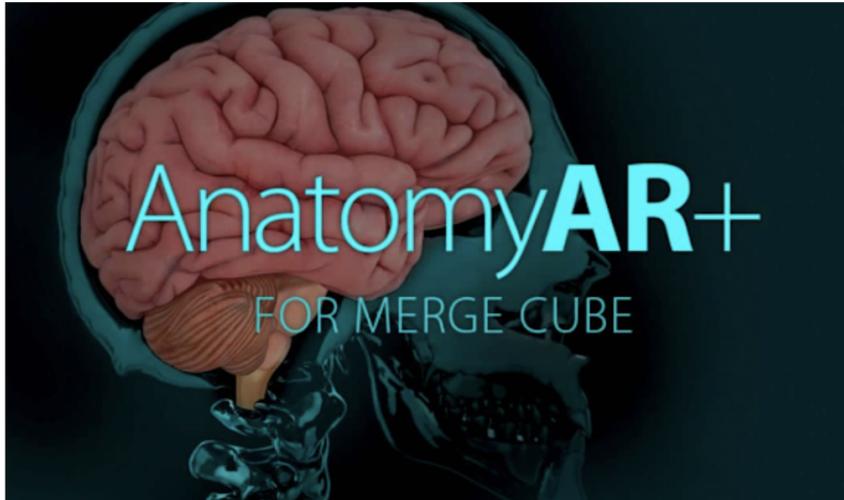
Each side is a 'Trigger'
AR - connected to a
portable object
Easily programmable
Reusable



Merge Cube

<https://miniverse.io/category?t=educational>

The Merge Cube **merges the physical and digital worlds** using augmented reality technology and the powerful camera and sensors in your mobile device. It's the first object of its kind, and it's fundamentally changing the way people interact with technology. Now you can **hold a galaxy in the palm of your hand**, examine fossils and ancient artifacts **like a real archaeologist**, **watch as a volcano erupts** before your eyes, and play games in ways never possible before!



This was a WOW factor day as we used the Merge Cube to hold the brain, heart, and lungs in the palm of our hands in order to deepen our understanding of the limbic system. Each layer of the anatomy is revealed and provoked students to ask questions leading to additional research. The built in record feature allowed students to share their learning while interacting with the AR as opposed to re-creating print on a poster.

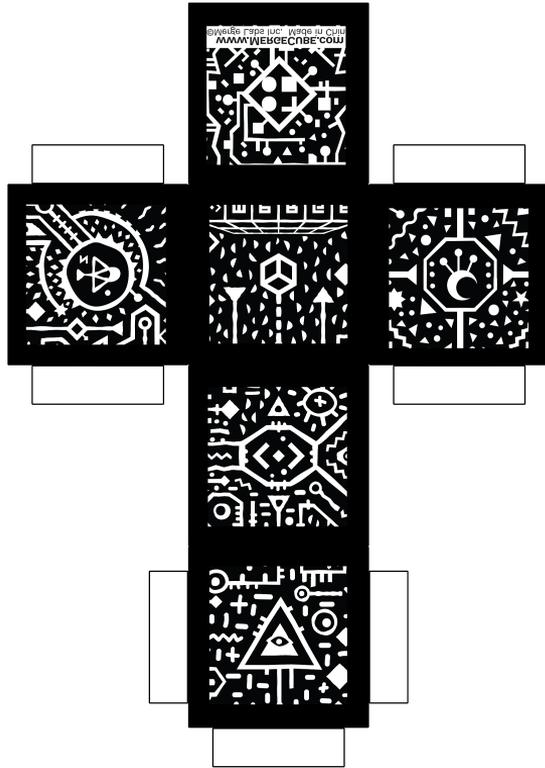


⇒ Students became part of the story as they explored the narrative of an Alaskan adventure. The students were able to deepen their literacy skills as they made choices that determined the outcome of the story in multiple directions. It was amazing to see students who were reluctant readers love being part of the story and to share their understanding. This also led to students wanting to create their own "choose your own adventure" stories.



*The Color Black Moment app is intended for parents, teachers, and/or mental health care professionals who engage with children with mental health needs.

- ⇒ Color Black Moment helps children with mental health needs to identify feelings and emotions with professional mental health support providers, teachers, and parents. The various features of the app allow children to engage in meaningful conversations by looking at unique characters and scenarios featured in the app, which represent primary feelings and emotions like happy, sad, angry, fear, and others. This social skills training tool app for the Merge Cube is the first of its kind.



Download and make your own!

Can be used with
goggles for an
immersive experience

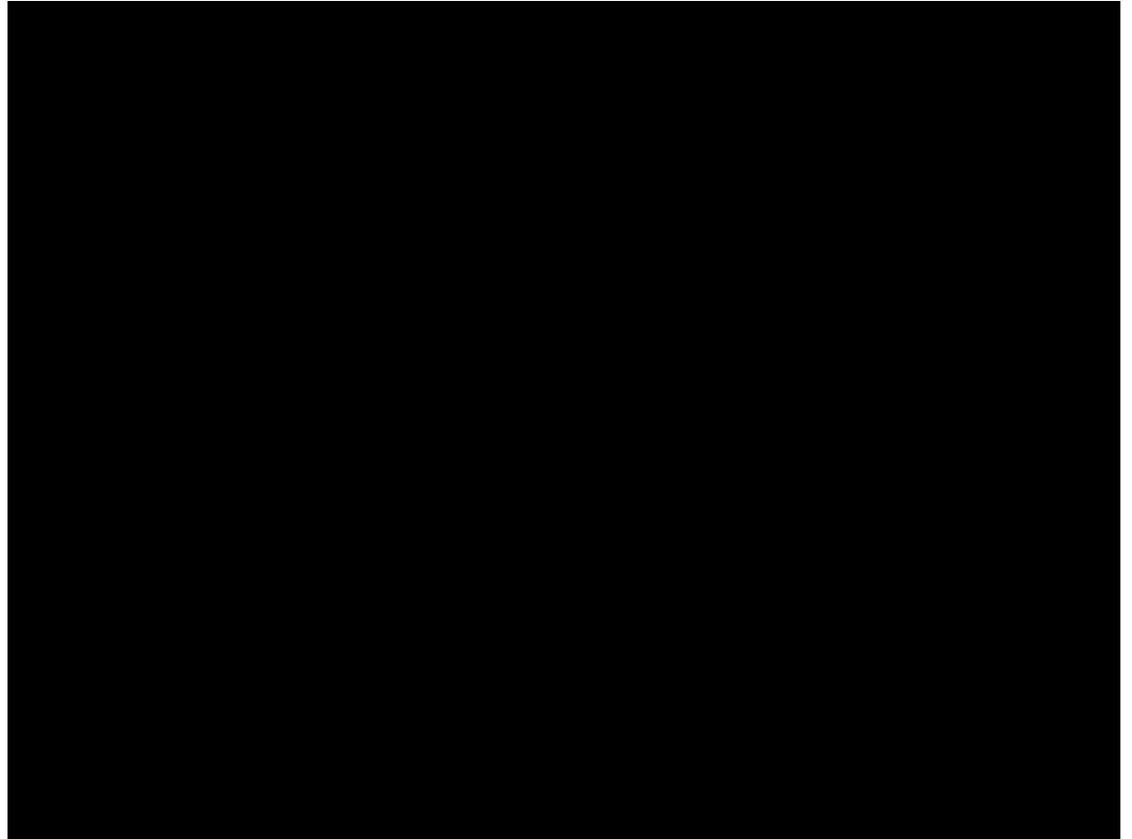




Storyfab



It's Free!!!
Easy to use with junior year
levels
Great for storytelling



Why Storyfab?

Protects privacy (no videos of student faces)

Contextually-bound

Individual voices can be heard equally

Connects real and online world

Offers asynchronous interactions (they don't need to be there for you to hear them)





HP Reveal - previously 'Aurasma'

Create your own augmented reality experiences

Using TRIGGERS AND OVERLAYS...





Time to play!



**And please download the
FLIPGRID app while you are
playing!**

Visit the stations around the room.

Take note of the potential for increasing student voice in the classroom.



Leave us some feedback on FLIPGRID

FLIPGRID Where social learning happens.



flipgrid.com/92937513