



VRinHE Project

Virtual Reality in Higher Education

Reference number: 2021-1-BG01-KA220-HED-000032128

C1 Training Activity

Training Module Lesson Plan Template

Module Number: 2

Module Title: ARTutor & Halo AR app

Module Description

ARTutor is available free of cost to all the educators and the students around the globe, in order to help them to develop technology enhanced educational material and improve the educational performances and experiences.

ARTutor, aims to “Immersive Education for All” vision, in accordance to the UNESCO initiative “Education for All”, trying to remove socioeconomic or cultural barriers which prohibit the access to high end educational technologies and to the technology enchased learning in general.

Learning Outcomes

With the completion of this module the trainees will be able to:

- Create AR exercises.
- Developing skills to use online tools to create educational resources with AR.
- Developing skills to use different types of online resources and tools in implementing blended learning.

Instruments/ Tools/ Supporting Material/ Resources to be used.

Please explain what type of resources, materials and tools will be utilized by the trainees (list of files, web links, videos, PPT – name the corresponding files using file names by the Module’s number).

- Files – 3D models (Sketchfab).
- Videos – demonstration of creating AR material.
- PPT – introduction of using ARTutor, main features and step by step creating AR exercises, AR application made with ARTutor

Methodology

- Registration in ARTutor
- Explaining the main modules of the platform
- Methodology of creating AR exercise

Learning Activities Plan

Please explain the activities during the training, using the following template.

1. Introduction Activity	
What	Get familiar with ARTutor
How	PPT
Where	Desktop resources
Who	Trainers
Estimated Time	10 min
2. Development activity	
What	Step by step creating AR exercise
How	Registration in ARTutor
Where	http://artutor.ihu.gr/artutor/php/login.php
Who	Teachers
Estimated Time	20 min
3. Hands on activity	
What	Creating AR exercise
How	Application ARTutor, resources – images, methodology file
Where	http://artutor.ihu.gr
Who	Trainees
Estimated Time	40 min
4. Assessment activity	
What	Preseting the created exercises
How	AR classroom application
Where	http://artutor.ihu.gr
Who	Trainees shows the created materials, trainers assess them
Estimated Time	10 min
5. Reflection activity	
What	Discussion and summarizing the usage of ARTutor
How	Google Forms
Where	Online
Who	Trainees fill the form and after that the results are presented by the trainers
Estimated Time	10 min