



## **DigiEduHack Challenge The Learning Experience**

# **Improving learning process through VWs, VR and AR**

## **How can VW, VR and AR improve the student's motivation and the learning process?**

Our challenge focuses on the following question: how can Virtual Words, Virtual Reality and Augmented Reality contribute to improving student's motivation and learning process? Help us to find solutions and to propose innovative ideas for immersive learning experiences.

### **Valenzano DigiEduHack 2019**

Join our DigiEduHack to connect with other educational professionals, innovators and teachers to co-create the future of education. Help us solve the challenge of improving learning experience through VW/AR/VR technologies. Experts and mentors will support your team during the hackathon in finding the best solutions to the challenge. The best teams can win €5000 in a global award contest.

### **How to prepare for the challenge?**

Anyone can participate in this challenge! You are required interdisciplinary knowledge and, above all, creativity.

### **Why is it important to find a solution to this challenge?**

Ubiquitous and immersive learning is more than an opportunity for the future of education.

### **What is the possible impact of a good solution?**

Innovative learning experiences would improve learning experience and students' motivation.

### **What is the expected outcome of this challenge?**

Bridging the gap between research and teaching in this specific field would allow researchers and

teachers to network with each other and find other people with similar interests. That would be the first step in building a community based on collaboration, aimed at finding new solutions for the improvement of learning experience of students (with particular attention to younger students, typically aged from 6 to 14 years old).

digieduhack.com