



DigiEduHack Solution

Aalto Main Event - New tech, models and applications for future learning

Challenge: The future of learning - think like a human

Think Playfully through 3D learning

AR Learning

"PLAY" is at the core of our concepts. People learn the most when we play, thus we identified the opportunity where we can make learning more playful with 3D learning. 3D learning will change education, students can interact with phenomenon more directly and explore new worlds.

Team: PLAYAR

Team members

Jui-Fan Yang, Lin Liu, Kawachi Masafumi

Members roles and background

We are a group of students from Aalto University, Collaborative and Industrial Design MA

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Solution Details

Solution description

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The rear camera of the tablets which is popular among college students, therefore the idea of AR textbook and AR note-taking would be a solution to enhance their learning experience. The team also considered the solution of content-making by current technologies for teachers.

Furthermore, we also bring up the idea of using the Ring as an AR marker together with the cardboard eyewear to provide an economic-efficient solution to students. It is also a gesture control device which enables students to control objects interactively and intuitively. For instance, they can zoom, rotate, and screenshot. This combination can offer a widely available use of emerging MR technology in learning.

Solution context

The current teaching is not playful and attractive enough for the youngsters, they lose the motivation of learning. Teachers are losing the attention of the students and don't know what to do.

Solution target group

Our target group is the youngsters from age 13 to 18. They can have a better understanding of the abstract subjects through AR 3D learning.

Solution impact

In the future, the way of learning will be more playful, more attraction to the youth. Consequently, they will learn to think playfully which is the fundamental nature of human beings.

Solution tweet text

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Solution innovativeness

There are some AR learning apps but those apps are only for showing the content, however, our solution allows learners to interact with it and have a better learning outcome.

Solution transferability

Yes, In our concept the context can be created by the teachers or students based on what they need.

Solution sustainability

Our solution is more like in a transition stage of the whole plan. Our ultimate goal is learning through an immersive hologram. However, it is impossible to jump to the final stage from this point. So, we start with AR and interactive content.

Solution team work

Quite a smooth teamwork and it was really great.