



# Creating Augmented Reality in Education

Exploring how Augmented Reality using mobile devices can enhance teaching and learning in health education.

## What is AR?

“a wide spectrum of technologies that project computer generated materials, such as text, images, and video, onto users’ perceptions of the real world.” Yuen et al; p.120



This project has successfully received UK government funding from JISC

## Cases

Of the many possible cases, the two below were selected because the immersive nature of mobile devices, through the ability to overlay context specific resources, offers opportunities to enhance student learning.

## Feedback

An evaluation with students is planned, and will identify the effectiveness of both cases in terms of technology and impact on developing the skills described below.

## Considerations

Students will be able to loan devices if they do not have them.

Safety briefings will be given to students using devices off campus.

## Case 1: CLINICAL SKILLS LABORATORY

Clinical skills are an essential component of healthcare education for trainee nurses; simulated practice is used to orientate students to the clinical environment. This example looks at how relevant resources can be overlaid over equipment, models and key areas within a clinical skills lab.



### Student Focused

Self-directed learning is encouraged, moving away from a didactic instructor-focused lab.

The affordances and portability of these devices offers an unobtrusive way to interact with environments.



## Case 2: PUBLIC HEALTH WALK

Student nurses are allocated to one community of practice in East London and it is important that they gain an appreciation of the culture, history and social composition of the area that they are working in. Walking around an area can help identify health issues (Bryar and Orr; 2012, p. 102). This example involves developing a route around East London with key points of interest.

### Collaborative Learning

Students will work in groups to complete the walk. Only when they reach a point and find a marker (e.g. a road sign) will they will be able to access resources developed by their lecturers.



### Reflective

Students will be asked to collectively complete a reflective activity at each point, which will involve utilising the mobile devices that they have with them.



a hospital, mosque and brewery are some of the points that students will visit