

AR-Learning: libro interactivo basado en realidad aumentada con aplicación a la enseñanza [

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text (article)

Analítica

In the last decade, the use of new Communication and Information Technologies (TICs) in the society has become fundamental to the operation of modern societies. One important area of interest that has wide application is teaching. Some years ago, a classroom with a computer for each two pupils or with digital blackboards was unthinkable. Currently, several social and psychological studies demonstrate that the use of TICs in teaching improves the results of the students: creativity, interest, motivation, etc. In this context, one of these new technologies that are very popular and interesting is Augmented Reality. Augmented Reality allows representing 3D virtual models (avatars) over the real image acquired by a standard camera. The work proposed in this paper, called ARLearning, uses Augmented Reality in order to improve the teaching quality in Music classrooms (primary school). Children will learn basic concepts, such as instruments, musical notes, sound features, etc... Thus, using three-dimensional models and Augmented Reality they can directly interact with different instruments or musical notes and after, they can listen them. The application proposed in this work has been tested in Gabriel y Galán School (Cáceres). A summary of the main results is shown in this paper In the last decade, the use of new Communication and Information Technologies (TICs) in the society has become fundamental to the operation of modern societies. One important area of interest that has wide application is teaching. Some years ago, a classroom with a computer for each two pupils or with digital blackboards was unthinkable. Currently, several social and psychological studies demonstrate that the use of TICs in teaching improves the results of the students: creativity, interest, motivation, etc. In this context, one of these new technologies that are very popular and interesting is Augmented Reality. Augmented Reality allows representing 3D virtual models (avatars) over the real image acquired by a standard camera. The work proposed in this paper, called ARLearning, uses Augmented Reality in order to improve the teaching quality in Music classrooms (primary school). Children will learn basic concepts, such as instruments, musical notes, sound features, etc... Thus, using three-dimensional models and Augmented Reality they can directly interact with different instruments or musical notes and after, they can listen them. The application proposed in this work has been tested in Gabriel y Galán School (Cáceres). A summary of the main results is shown in this paper

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