AUGMENTED SCIENCE

Project Number: 2023-1-PL01-KA220-SCH-000164042

NEWSLETTER

OVERVIEW

UNIVERSITY OF LODZ

innovation hive

BURSA ULUDAĞ ÜNİVERSİTESİ 1975

Polygonal NORTH

PiriTeknoloji

Nowy Dwór Maz. LO Wojska Polskiego

WELCOME

Welcome to our first newsletter for the Erasmus+ project Augmented Science, where we integrate Augmented Reality (AR) into science education to make learning more accessible, engaging, and future-ready.

AUGMENTED SCIENCE AND WORK PACKAGES

AUGMENTED SCIENCE

Our project involves the following organizations' representatives:

- University of Łódź
- Innovation Hive
- Uludağ University
- Polygonal North
- Piri Teknoloji
- Liceum Ogólnokształcące im. Wojska Polskiego w Nowym Dworze Mazowieckim

WORK PACKAGES

WP1. Project Management

WP2. Science Course Content-Scenario-Enriched Activities e-Book

WP3. AR-Enriched Experiments and Simulations

WP4. Web-based Active Learning System (WALS)

WP5. Dissemination and Exploitation

We gathered together around the following objectives:

- Enhance Science Education through AR-enriched content and experiments
- Support Teachers with innovative tools and resources
- Promote Digital Transformation in science education
- Facilitate Active Learning using a Web-based Active Learning System (WALS)
- Foster Transnational Collaboration among educators and researchers across the EU

By the end of the project, we aim to strengthen digital education capacity in the EU, making science learning more interactive and appealing for students.

ACHIEVEMENTS SO FAR

WP2: Science Course Content & Scenario-Enriched Activities e-Book

Focus: Development of an e-Book with science content, scenario-based activities, and AR visuals.

Needs Analysis: Delphi Study I & II with experts and teachers; 15 feedback forms collected.

AR Scenarios & Visuals: Drafts of scripts and 3D visuals.

Final Release: Designed by Innovation Hive, available in English and partner languages, ready for AR integration.

WP3: AR-Enriched Experiments and Simulations

Mobile App Development: Fully functional for scanning target images (like QR codes) in the e-Book.

AR Activities: 70% integrated, featuring interactive simulations and 3D materials.

Next Steps: Final quality checks and testing before rollout to educators and students.

NEWS AND UPCOMING EVENTS

MEETINGS

- Online Meetings: We have held 9 virtual meetings so far, enabling partners to coordinate tasks, share updates, and address challenges as they arise.

- Kick-Off Meeting (Poland, 28–29 May 2024): This face-to-face meeting officially launched the project, refined objectives, and strengthened collaboration among all partner organizations.

UPCOMING EVENTS

- Finalize AR-Enhanced Experiments (WP3):
- Complete the remaining 30% of AR activity development.
- Integrate and test all simulations in the mobile App.
- Introduce the final AR activities to teachers and students for pilot implementation.
- Move forward with the WP4 (e.g., WALS integration, large-scale piloting, and evaluation).
- Continue refining the dissemination strategy, ensuring greater reach and user adoption.
- 2nd TPM, Bursa/Turkey

Stay up to date and get involved!

Look out for further information about the **AUGMENTED SCIENCE** Project! Visit the website (https://augmentedscience.eu/) and connect with us.

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