



## Augmented Reality in Adult Learning



Level

Foundational



Language

English



Subtitles

None

### Course Learning Outcomes

By the end of this course you will:

- Understand Augmented Reality and the differences there are.
- Differentiate between Virtual Reality and Augmented Reality solutions.
- Identify the benefits and challenges of AR in education.
- Determine if AR is the right media to convey your learning objectives.
- Plan for the development of your own AR project.
- Select and evaluate the right tool to develop your own AR project.
- Design an AR project on your own.
- Review different options on how to embed your AR product into your course flow or learning material.
- Prepare for the roll out of your AR product in the classroom.
- Use your AR artefact in your course offering.
- Evaluate the learner success of your AR product.





## Why should you develop AR solutions for your learners?



Increases the learner **engagement** in the classroom.



Improves the **learner retention** of newly **learned content**.



Prolongs the learner's **attention** span.



Gives learners the **sense of control** over their own **learning journey**.



Helps to **communicate** abstract and complex topics.



Allow learners to **understand** the **positive** and **negative** consequences of their actions.



Converts passive learning to **active learning**.

## Who is it for

The "**AR in Adult Learning**" course got developed for **content creators, instructional designers, graphic designers, teachers, influencers, and marketing professionals**

who are interested in engaging their learners through innovative and highly engaging learning content.





## How will we teach you?

This is an on-demand course. You can access this course at your preferred pace at anytime, anywhere from your mobile phone, tablet, or laptop.

Once you register, you'll have access to all videos, worksheets, activities, knowledge checks and our participant handbook. Your progress will be saved, and you'll be able to pick up where you left off once you log into your course again.

## How long does it take?

**8**  
**Hours**

The **"Augmented Reality in Adult Learning"** course has a total course time of approx. 8 hours, including video learning hours, self-study hours and project work.





## What is included

This course includes:



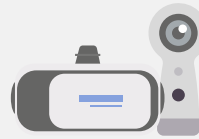
### Hours Video

Exclusive videos explaining concepts, methods, practical tips and tools.



### Worksheets

Comprehensive worksheets to practice learned materials.



### Exclusive Practice

Assignments guiding you through the development of your first AR project on your own.



### Discussions

Exchange forums to learn about AR ideas, suggestions and experiences.



### Knowledge Checks

Quick quizzes which let you test your knowledge and understanding.

## In addition, you will receive

- Course onboarding support
- Email reminders

## Which equipment do you need?

- Laptop
- Smartphone or tablet



## Course bonus

- AR for Adult Learning Participant Handbook
- 1 year access to your course material
- 1 year of course updates



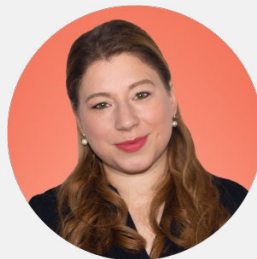
### Attendance Policy

**On Demand Courses:** In order to pass this on demand course it is mandatory for all participants to complete all modules and activities of this course within their one-year access period. Upon completion of all aspects of this course participants will get a notification about their successful attendance.



**Tanja Schmidt**

Instructor

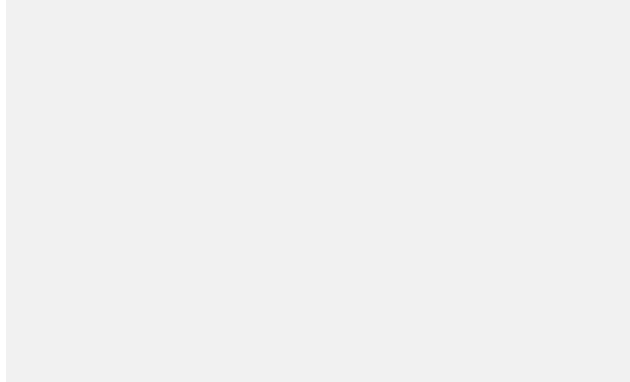


Tanja is experienced in creating and incorporating augmented reality in adult learning. She has lead various AR projects in different international organizations to understand the must do's, can do's and potential challenges when starting the introduction of AR in training offerings. With her experience and expertise she is able to add an extra information and support for her learners.

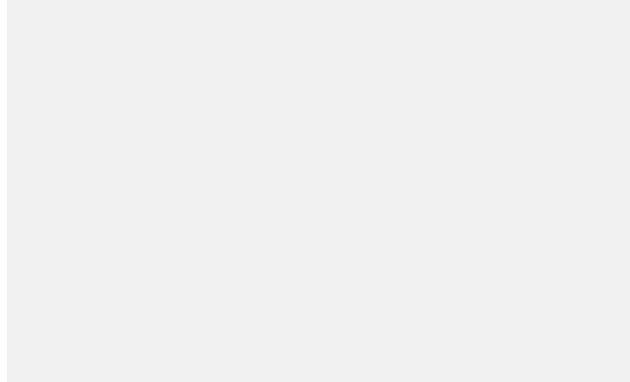


## Course Chapters

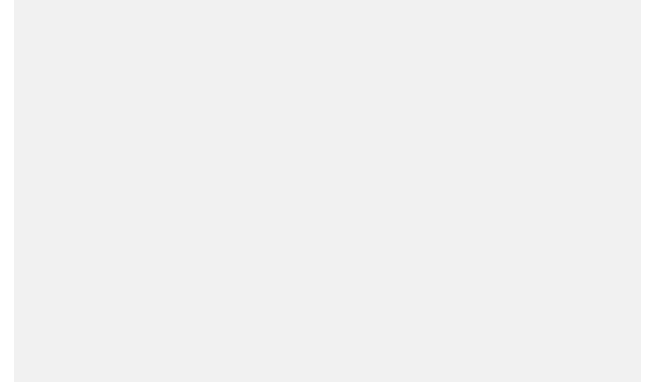
**Chapter 1: Augmented Reality Today**



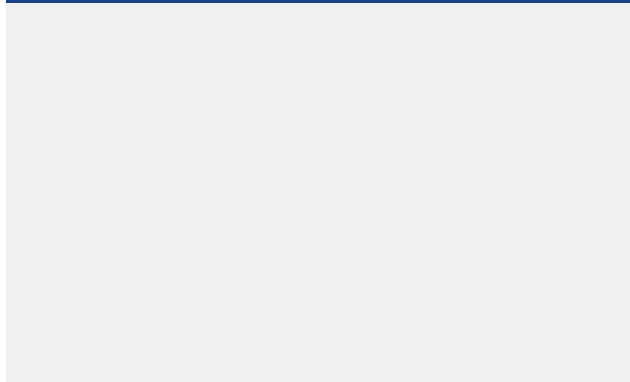
**Chapter 2: Learning with AR**



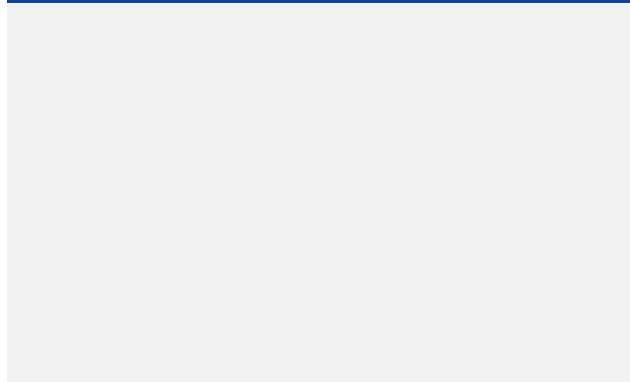
**Chapter 3: Planning AR Learning Project**



**Chapter 4: AR Tools for Educators**



**Chapter 5: Using AR in Action**





### Ready to go?

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- Follow the Payment indications.



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