



Augmented Reality in Adult Learning



Level

Foundational



Language

English



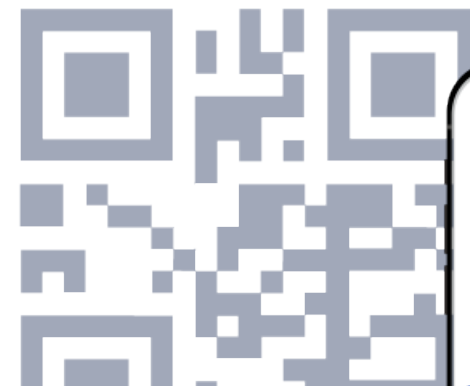
Subtitles

English, German, Spanish

Course Learning Outcomes

By the end of this course you will:

- Understand the **fundamental concepts of AR**.
- Discover how **AR can be used in education**.
- Identify key success factors of **effective AR training products**.
- Define possible **use cases of AR in your own training offerings**.
- Plan for the design, development, and implementation of your **own AR learning artifact**.
- Determine if **AR is the right media to convey your learning objectives**.
- Use the **AR development canvas** for planning success.
- Select and evaluate the most suitable **AR development tools to develop your AR project**.
- Get familiar with **AR development tool interfaces, functionalities, and workflows**.
- Create your previously **planned AR training product**.
- Embed and deploy the **AR artifact in your training offering**.
- Evaluate collected **data points** from your learners to determine **learning transfer**.



Scan me!

Experience AR now!

- 1 Scan the QR code with your phone camera.
- 2 Open the shown link & point your camera to the AR marker.
- 3 Enjoy your AR experience.





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.





Augmented Reality in Adult Learning

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:



Videos

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



Reading Material

Reading worksheets that help you deepen your understanding of course concepts.



Worksheets

Comprehensive worksheets to practice learned materials.



Discussions

Discussion forums encouraging communication with the instructor and other course participants.



Knowledge Checks

Quick quizzes which let you test your knowledge and understanding.



Recaps

Chapter summaries to review what you have learned.



In addition, you will receive

- 2 Survey
- Course onboarding support
- Weekly email reminders
- **Official completion certificate:** Printable diploma sharable on your social media accounts such as LinkedIn

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

LinkedIn Profiles



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

WELCOME CHAPTER

- First impressions are important
- Who is this course meant for?
- Your materials
- Let's get ready!
- What are you in for?
- Equipment needs
- Smooth takeoff
- We'd like to know you better
- Ask away

CHAPTER 1: AR, Education, and New Opportunities

- Forming an overall picture
- What is Augmented Reality
- Difference between Augmented and Virtual Reality
- Types of Augmented Reality
- Augmented Reality and education
- How AR transforms training and the education industry
- How AR transforms learning experiences
- Learners emotional response towards AR usage
- First lessons learned
- Benefits & opportunities
- Barriers to entrance
- Some important stats
- What makes an excellent educational AR application?
- The importance of storytelling
- The role of gamification
- Inspirational examples
- Case studies that open eyes
- Brainstorming AR ideas
- Recap
- Knowledge check

CHAPTER 2: Plotting a Plan

- Planning AR solutions for learning
- Selecting an AR instructional design approach
- Your learner
- Defining your learner persona(s)
- Having the end in mind
- An environment snapshot
- Understanding and defining a learning goal
- Blooms and AR
- The what and how
- When choosing AR over other media solutions
- Options on when and how to use AR
- Mapping out an AR learning project
- The AR developing canvas
- Mapp it!
- A check-in
- Recap
- Knowledge check



Course Chapters

CHAPTER 3: Designing AR Learning Activities

- Everything is practice
- AR design workflow for non-coders
- Design Considerations
- Tools you need to know
- AR creator tool tutorial I
- AR creator tool tutorial II
- AR creator tool tutorial III
- Finding artifacts
- Making things easy- selecting the tool that works for your
- Developing your AR learning application
- Recap
- Knowledge check

Chapter 4: Rolling It Out

- Reaping learning results
- Embedding the final AR learning product
- Adding AR markers
- A dry run
- The AR product rollout plan
- Sharing your AR learning application
- Collecting learner data
- Interpreting results
- Time for a review
- Recap
- Knowledge check

WRAP UP

- Let's call it a wrap!
- Are we ready yet?
- Thank you!
- Feedback keeps us going!



Ready to go?

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