NOTES SUMMARY FROM MEETING WITH ERINMA ON THE 28TH OF SEPTEMBER

PROJECT OVERVIEW: My project is a mobile AR learning application. The main concept is creating a learning tool/aid that enhances the learning experience of children between the ages of 4-10. It will work by pointing the mobile device to a content they are learning about on a textbook or card (still to be decided), which triggers virtual content which helps further simplify whatever subject they are learning about. The content will exist in 3 forms:

* 3D model – which learners can interact with. Such as zooming in, panning from side to side, and then rotating in all axis to get a proper view and better understanding.
* 2D animation – this is a short, animated video that helps introduce or explains the subject and core parts of it to the learner.
* Infographics – This will use visual (non-animated) images or graphics to explain or breakdown complex key points so they more easily understood.

POINTS FROM MEETING

First step would be creating a storyboard to visualise the concept and bring it to life. It could be hand drawn or done digitally, either choice is fine.

Next would be creating a timeline for the entire project. This can be done by working backward from the submission date, so I can manage the overall project efficiently, making sure there are set deliverables on a week-by-week basis to keep the project going. Giving the whole project more structure.

Beginning – Middle – End

Download already existing AR learning apps (search for those in Mathematics) and test them out on myself and see how I work and respond to the app. And, how my experience connects/relate to my main research questions.

*Note: Resources to explore to help with my virtual content is Khan Academy. Subjects in Mathematics. (Khanacademy.org)*

Come up with 3 questions that dives deeper into what my project is about by exploring multiple aspects of it.

DELIVERABLES:

* Storyboard – giving a look and feel of my project.
* Download and test other AR learning apps within the field.
* Come up with 3 research questions for my project.

MY KEY RESEARCH FOCUS:

There are specifics parts of this project that draw my attention, in line with the experience of the end user. Here are some key focus areas:

* User interface and how it affects an AR experience of the user. Can UI/UX affect learning experience? Can it make it better? Can poor UI/UX design lead to the failing of an AR experience? Can good UI/UX design become more of a distraction than than enhancement to the overall AR experience?
* Virtual Content – best practices to present visuals to an end user. How can visuals be combined with the real world in an intuitive way to improve the outcome?
* Onboarding of users – How are users introduced to the AR app? How are they thought to use it and navigate in it? Ways they are meant to find and use features?