

## PROJECT STRUCTURE FOR MY CRITICAL REVIEW WRITEUP

Title: *The Art of Learning/Learner Engagement Through AR*

- INTRODUCTION
  - Opening statement – The concept, Idea and Dream
  - Purpose of this project (Thesis statement): Problem I wanted to solve and research question raised.
  - Summary of work: What was created, what tools and for what medium.
  - Evaluation preview: Design model used, Test model used
  - Scope and Limitations: Specific aspects or elements my work will focus on. Limitations to my work and analysis.
  - Transition into main body
- REVIEW OF LITERATURE AND RESEARCH
  - AR research in the field of education and learning
  - Available documentation
  - AR software tools available
  - AR Practises in developing for learning and education
- MAIN BODY
  - Description of the work: Give a detailed overview of the concept of the AR app, including its key components, features, or aspects.
  - Creation Process: How I approached the project, design models used, testing models implemented, tools used and why, platform choice to be developed for and why, challenges encountered and how I solved them. Why AR tech and not VR Tech.
  - Discovery Process: Identification and brief discussion of the strengths of my project, areas of improvement – areas I could have done better or learned more, what worked/didn't work – analysis of specific aspects that were effective or less succesful, Essential requirements for developing for education, relevance of my AR project to education/learning field.
- CONCLUSION
  - Summary of the main points/features of the projects as it relates to it's relevance to education/learning
  - reflection on what I learned during the discovery phase and how this will impact future works
  - Nice to have – features or aspects that didn't get into the software
  - Future of the projects – where it goes from here.
  - Closing thoughts – final reflections or thoughts on the overall experience.

## PROJECT METHODOLOGY USED

The process model used for my project was Software Development Life Cycle (SDLC) with a focus on Agile method (Variation used).

User testing and development used was the Test-driven development (TDD).