

LoRy

LoRy is a locative story telling game to be used in and beyond the classroom setting, cross-grades, by students and teachers. Children interact in a hybrid learning space to encourage social and collaborative learning through exploration of multiple view points. LoRy is comprised of digital technology, non-digital objects, toy objects augmented with RFID tags and a game narrative to be explored while physically moving through a familiar spatial context, such as hometown or school campus. LoRy is inspired by an ethnographic study of adolescents enrolled in an educational program on healthier living. In contrast to the existing program that engages students mainly through text book reading and question-answer sessions in class, LoRy is based on active participation in the learning content.



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