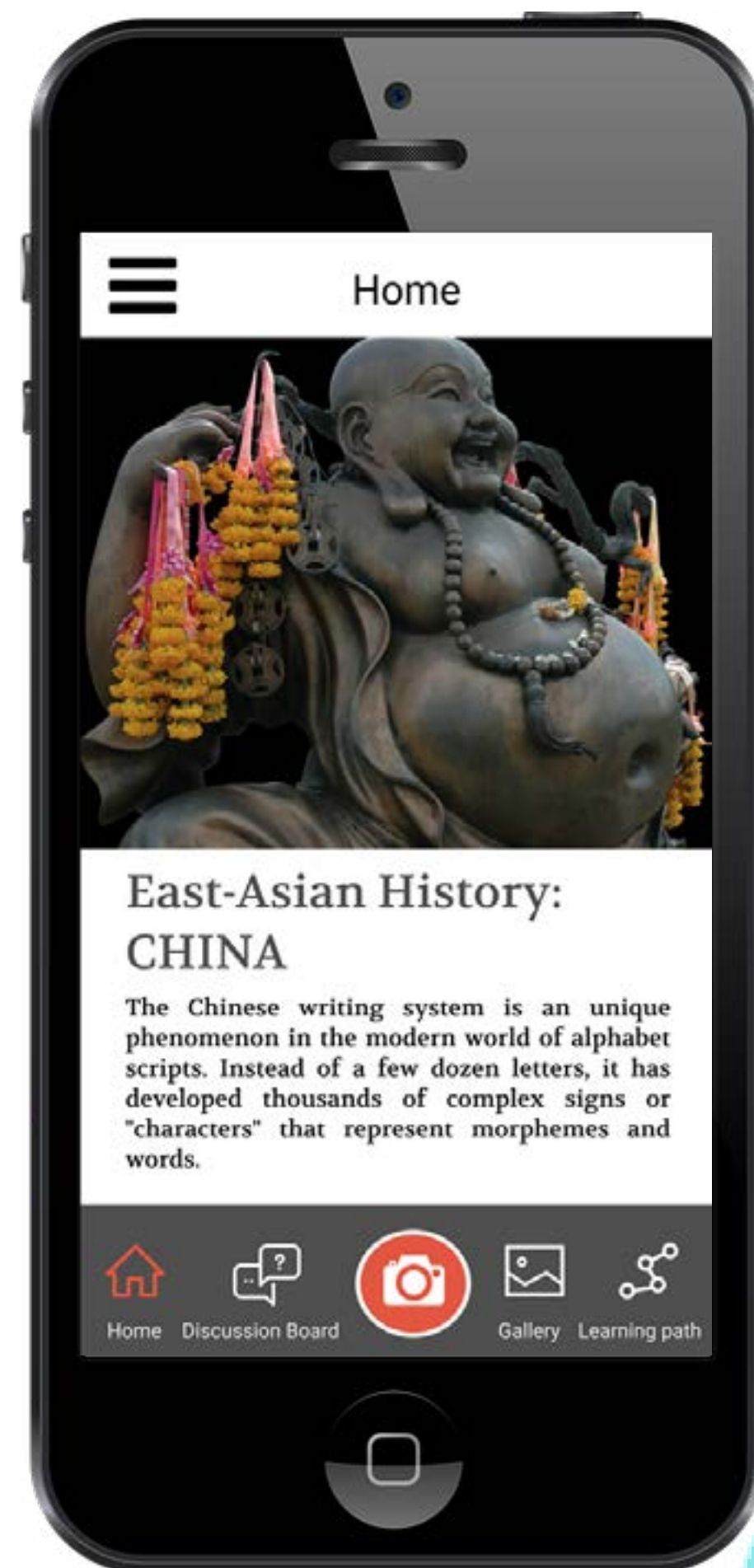
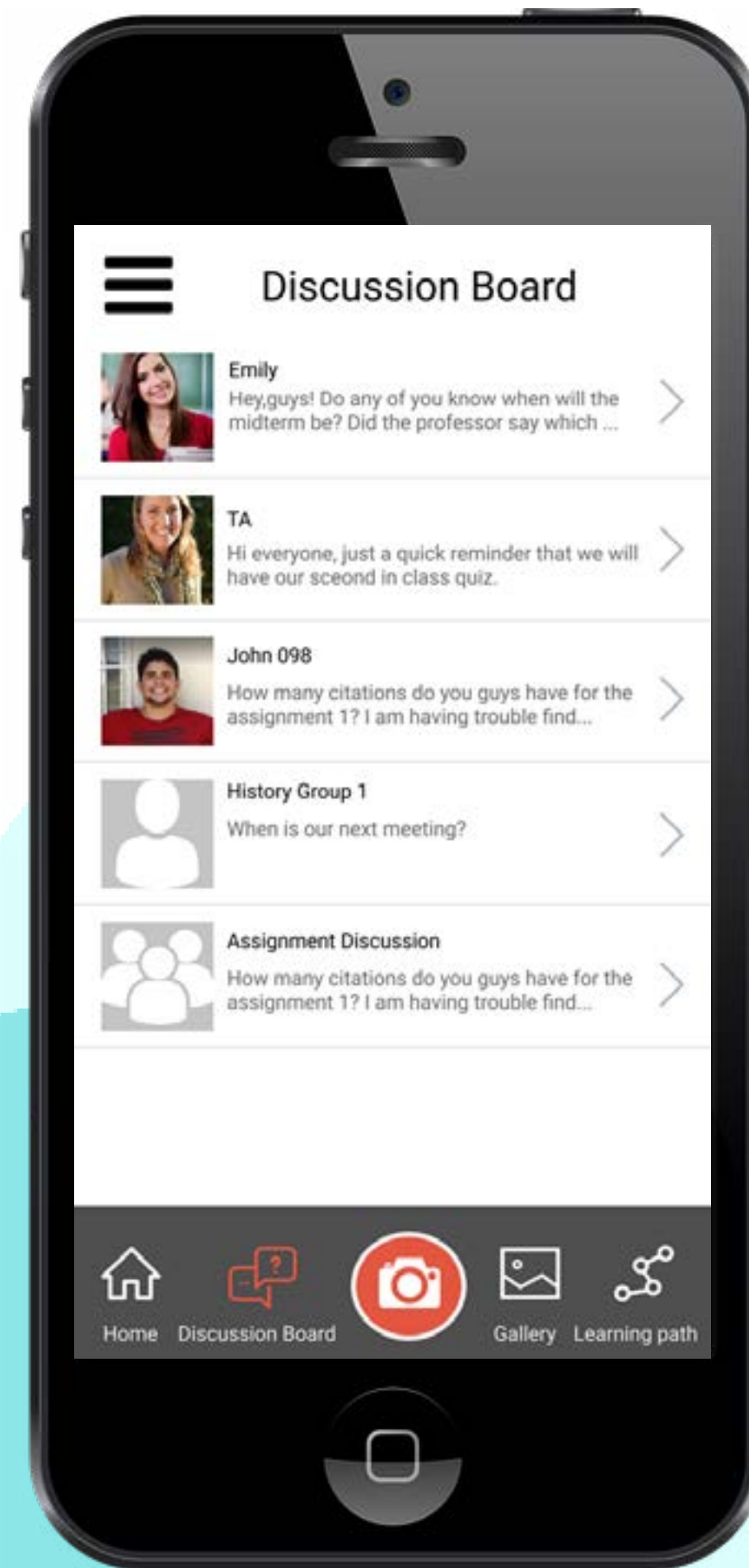
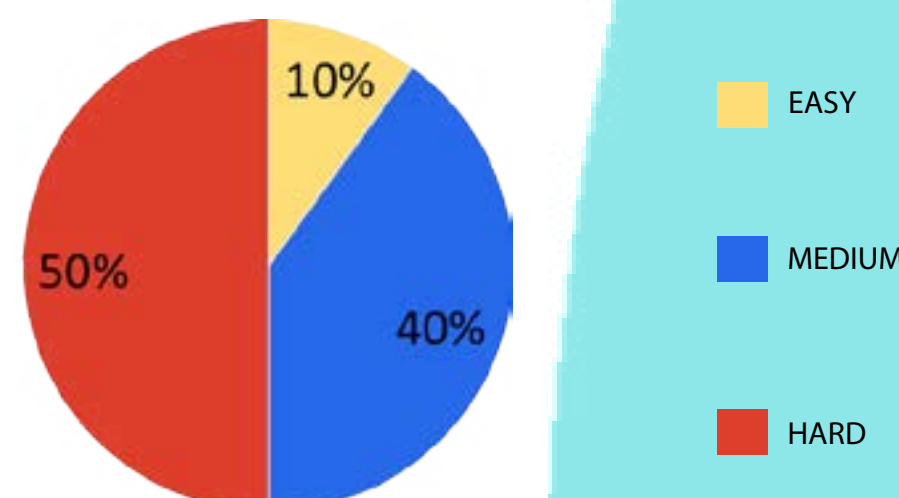


PASTTOUR

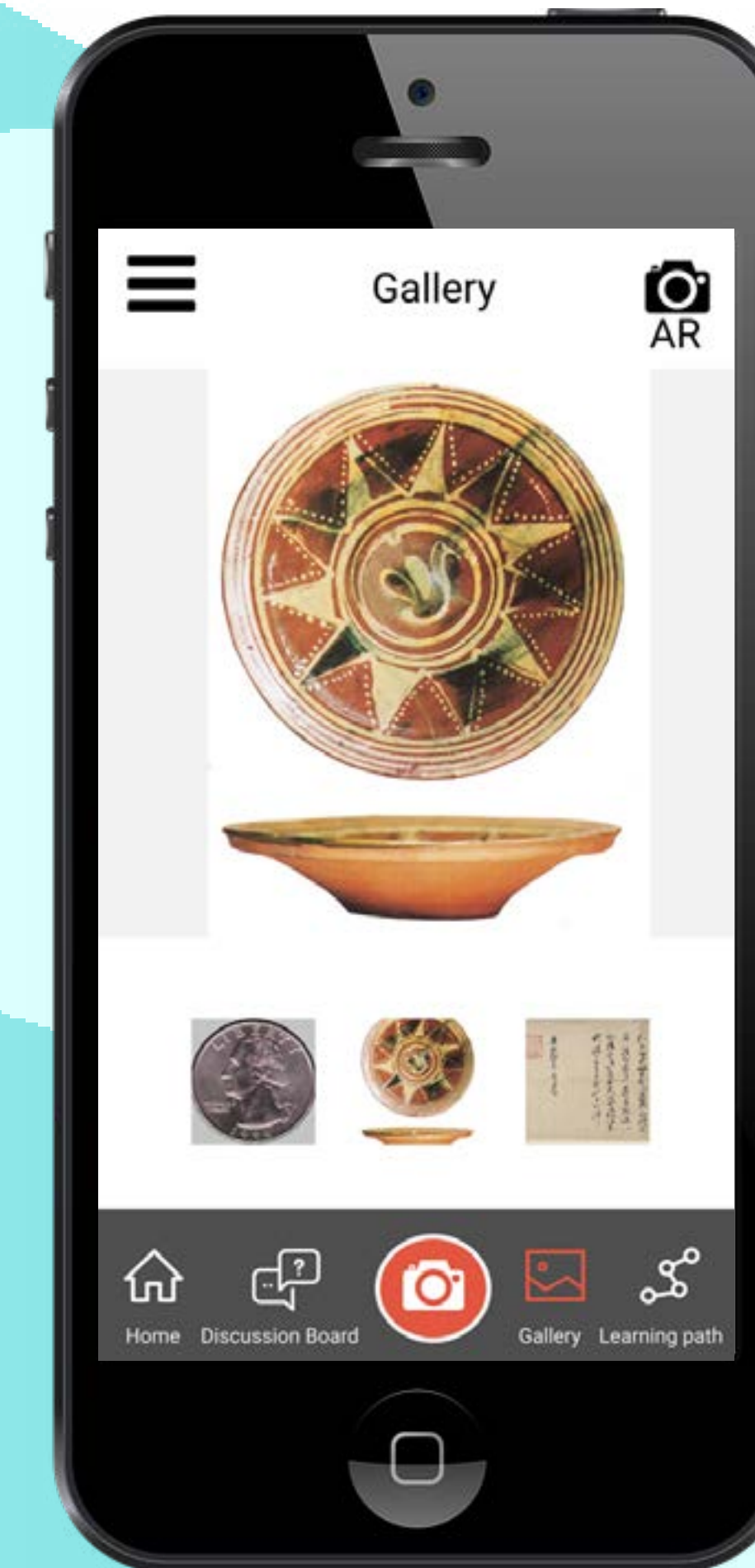
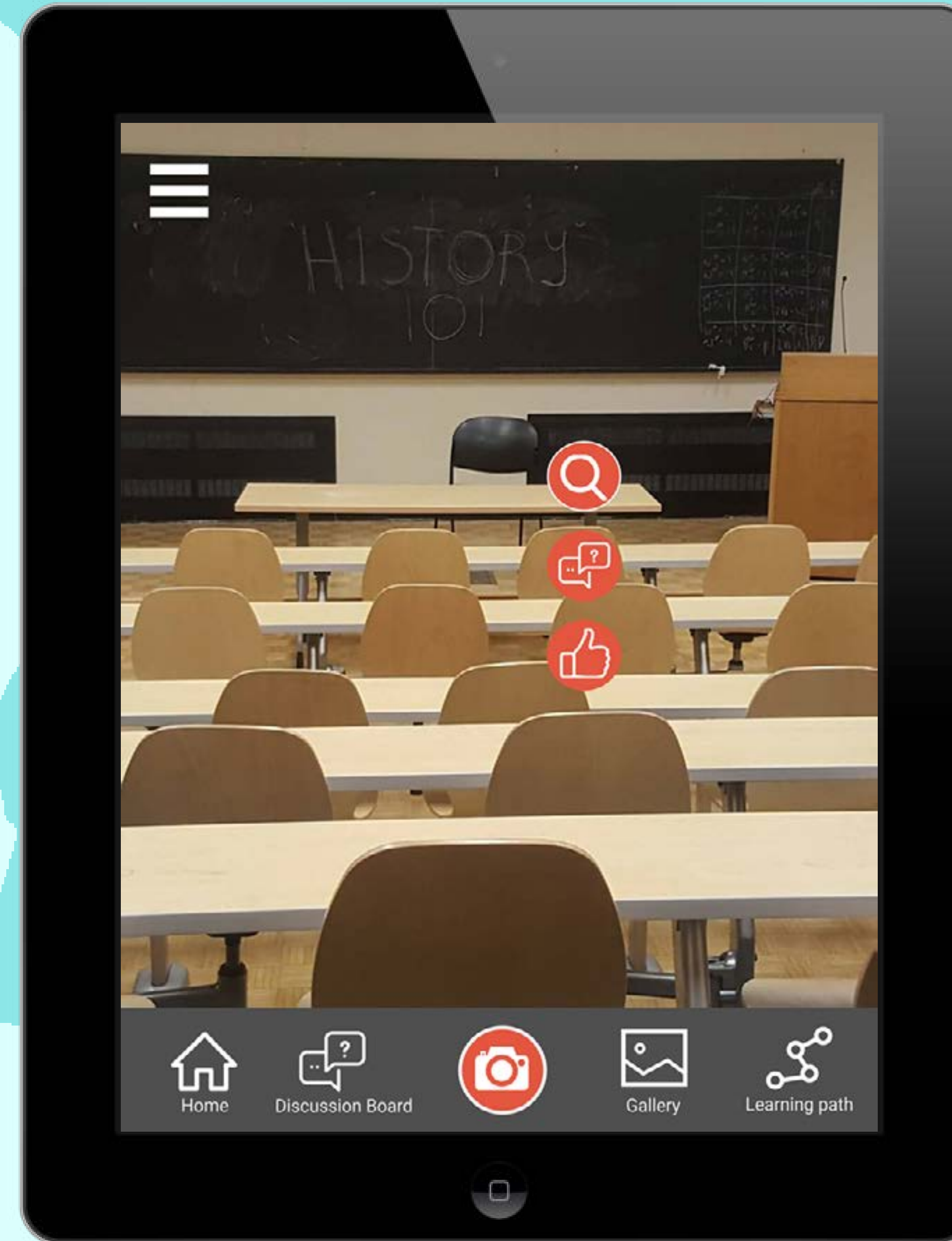
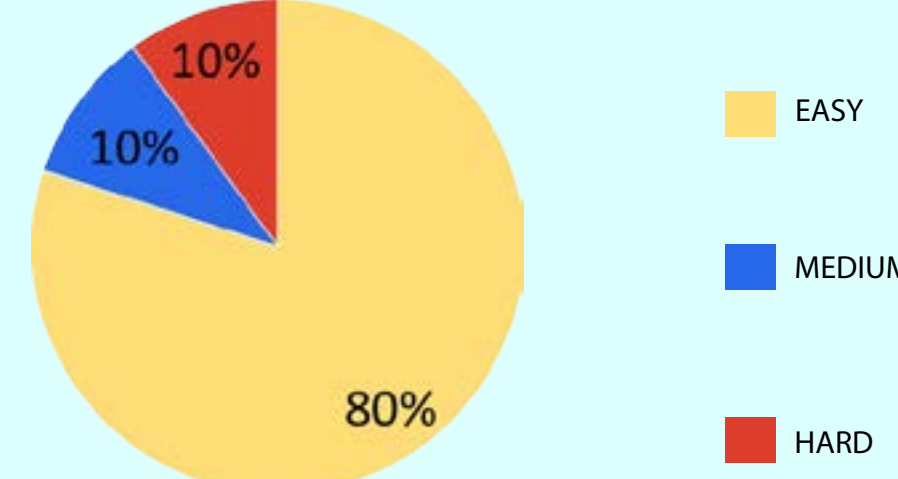
PastTour is an Augmented Reality mobile application that will make history classes more engaging and interactive. It acts as a history tour guide to enhance students' overall learning experience in the classroom.



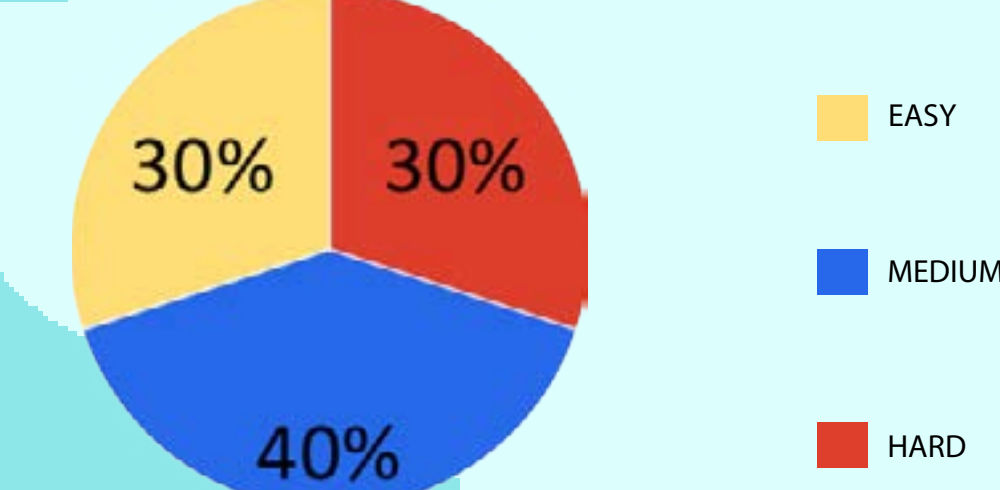
Level of Difficulty Retrieving Past Citation History



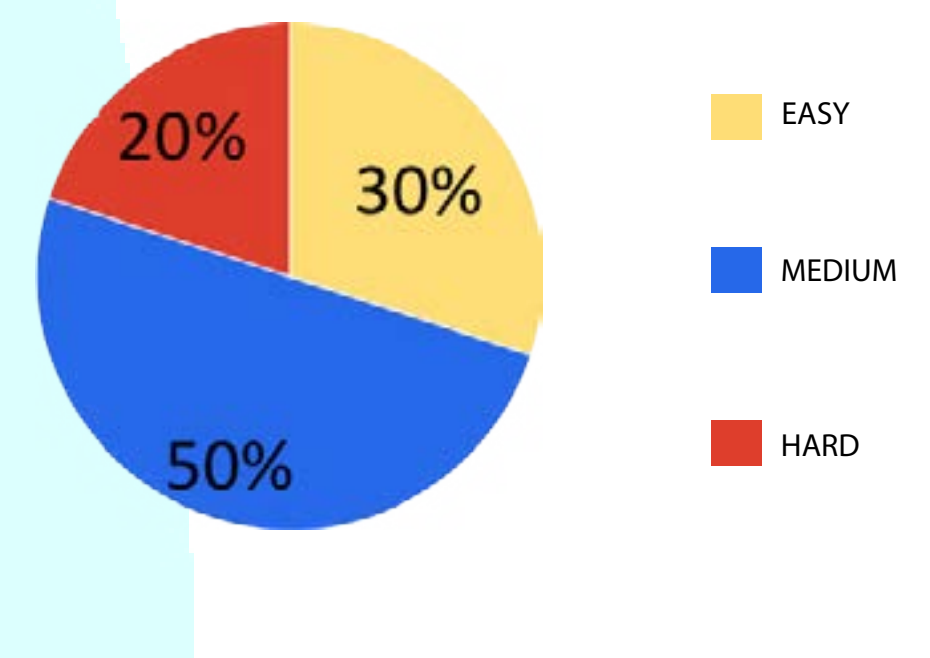
Level of Difficulty Viewing Comments



Level of Difficulty Re-visiting AR Objects



Level of Difficulty Checking My Performance



DISCOVER



AR has been used to help increase student interests in academic learning in class.

15 academic papers revealed:

- Students and professors prefer technology in classrooms¹
- Technology greatly benefited the student's retention of information²
- Active-learning media increases class-room engagement³

Citation
¹Courts, B. and Tucker, J. (2012). *Using Technology To Create A Dynamic Classroom Experience*. Journal of College Teaching & Learning (TLC), 9(2), p.121.
²Deubel Patricia. (2009). "Mobile Devices: Facing Challenges and Opportunities for Learning." The Journal, 19 Mar. 2009
³Perrotta, K. and Bohan, C. (2013). "I Hate History": A Study of Student Engagement in Community College Undergraduate History Courses." Journal on Excellence in College Teaching, 24(4), pp. 1-28



DEFINE

4 Surveys with Students
84 Interviews with professors
3 Students observed to understand history classroom experience
278

Major findings:

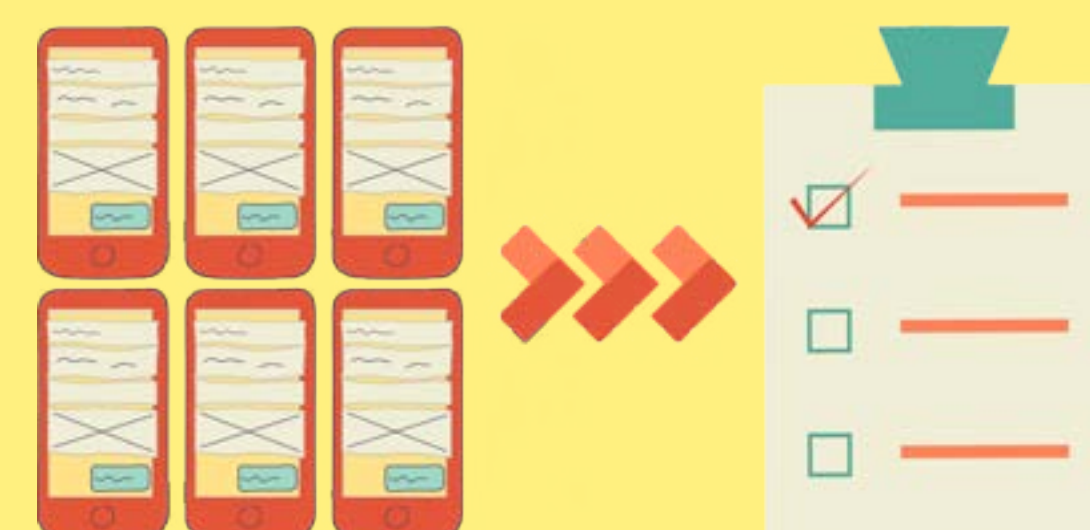
- High demand for visualization but is currently not fulfilled in classroom.
- Lack of participation and engagement between students and the professor.
- Lack of participation and engagement among peers.
- Students desire to experience a different style of learning.



DESIGN

6 Paper Prototypes

- Developed and tested to clarify system navigation.
- Assessed usability of the application to finalize our design ideas.
- Voted collectively to define key features from the conceptual model of a tour guide.



DEVELOP

Detailed function were developed into high-fidelity prototypes.



Usability Testing was performed to:

- View/interact with history objects in AR
- Access class content and past citations
- Track in-class performance with

10 participants.

Improvements Made:

- Redesigned colours and labels to be more user-friendly.
- Improved navigation.



DEPLOY



In the future we are looking to expand our design to support users in other educational fields.

- Identify other educational subjects which can benefit from visualization.
- Continue iteration on PastTour.
- Seeking partnership with universities and libraries.