



Solarius 2.0

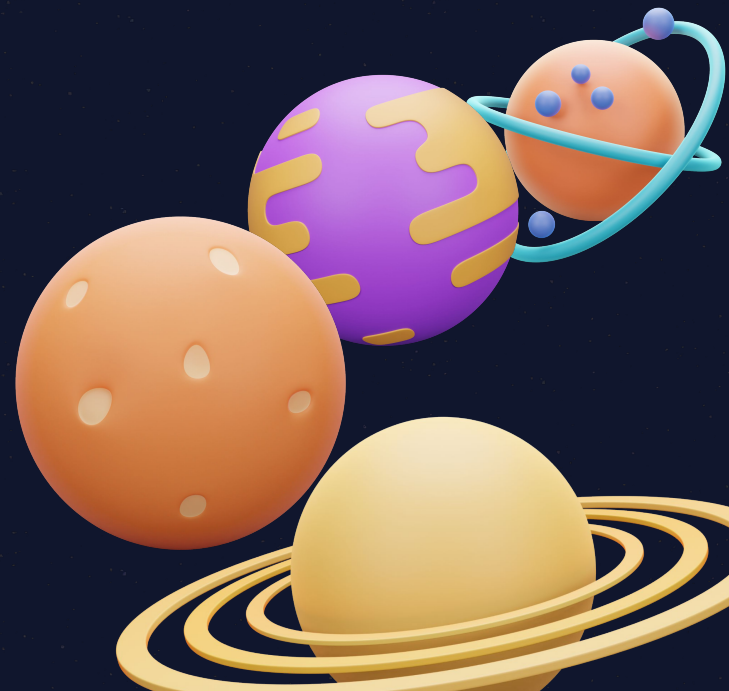
Where the sky is just the beginning

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Summary

- Hypothesis
- Experimental tests
- Variables
 - Independent
 - Dependent
 - Other
- Experimental design



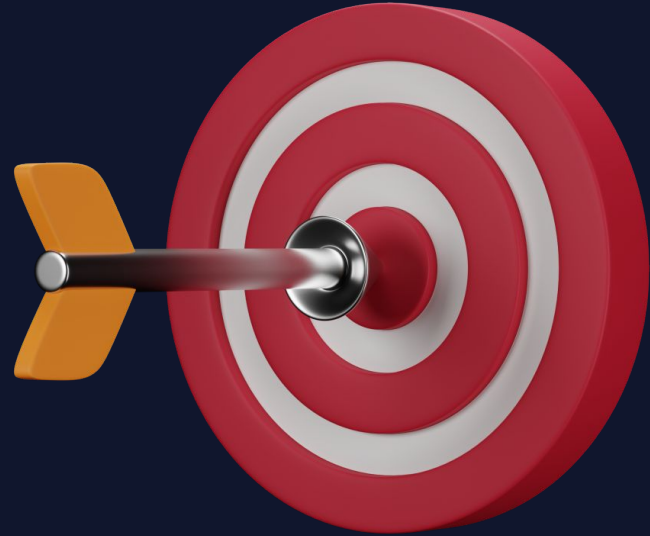
Hypotheses

Using augmented reality (AR) will provide a more engaging and effective learning experience compared to traditional methods.



Experimental tests

Conduct comparative tests between the use of augmented reality and traditional methods of teaching about the Solar System to students of elementary school.



Dependent Variables

- Knowledge Performance.
- Student Engagement.
- Information Retention.



Independent Variables

- **Group A:** Use of augmented reality.
- **Group B:** Traditional teaching method.



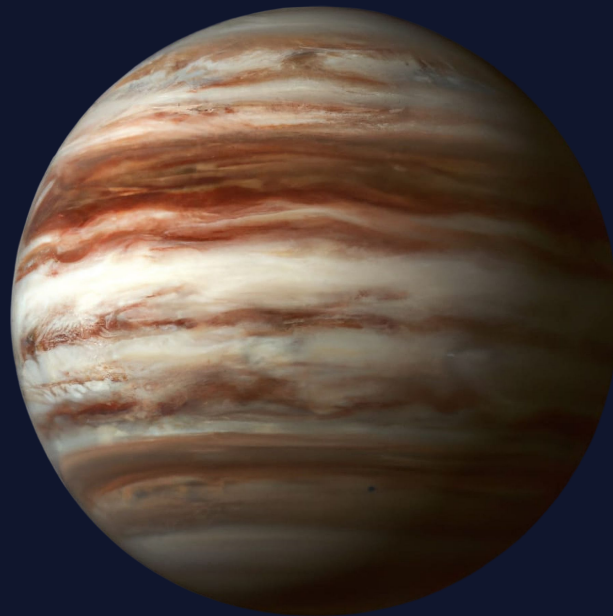
Other Variables

- **Previous Experience with Augmented Reality:** Evaluate if the students' previous experience with augmented reality technologies influences performance and acceptance.
- **Access to Mobile Devices:** To investigate whether the availability of smartphones influences student participation and engagement.



Experimental design

- Control Group
- Experimental Group
- Randomization





Thank you!