

GeoARgraphy

An Augmented Reality geography guessing game made in Unity

Team: **Array[] yaar;**



Understanding the problems with the education system

- 01 Students have a lot of books to read. Reading from books is a slow and boring experience.
- 02 Humans generally only remember 10% of what they read. This makes it harder to retain information.
- 03 With the increasing burden to study, students are constantly stressed. According to a study, 49% of the school students are under great stress.



Solution

Gamification



Gamification is the process of applying gaming principles or design elements to an existing concept or product. The technique of gamification enhances user engagement. This is one of the advantages of gamification which is extremely useful for e-learning.

"I'm going to find out what motivates you, then use that motivation to drive you to do something you normally wouldn't"



Benefits of Gamification

ENHANCES

- STUDENT ENGAGEMENT
- PERFORMANCE FEEDBACK

OBSOLETES

- TEXTBOOKS & LIBRARIES
- BRICK & MORTAR SCHOOLS/CLASSROOMS

GAMIFICATION

RETRIEVES

- STUDENT/TEACHER COLLABORATION
- LEARNING FROM MISTAKES

REVERSES

- INFANTILIZATION OF LEARNING
- INCREASED INTRINSIC LEARNING



Our Idea



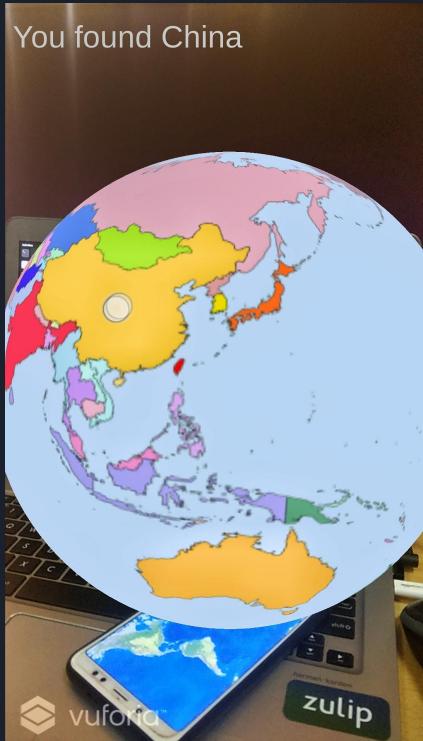
Make an interactive augmented reality geography game that asks users to guess the location of a country on an augmented reality Earth model.

People tend to overestimate their knowledge of geography. This is here to actually put their knowledge to the test and learn something in the process.

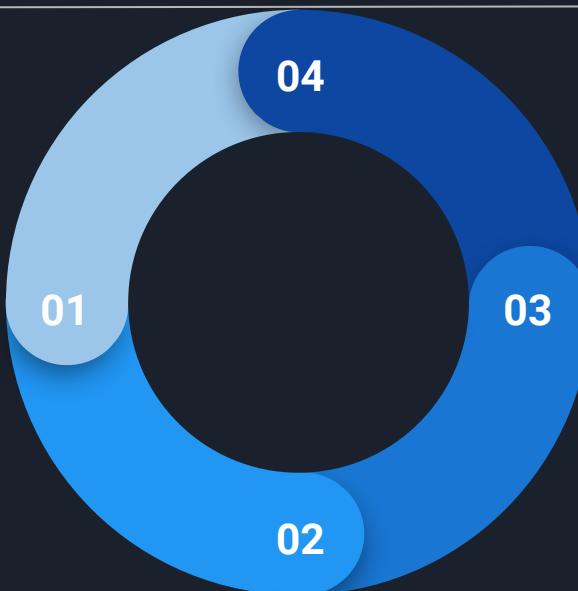
This app is intended for young learners and for anyone who is interested to learn while having fun at the same time.



Screenshots



Technologies used



Thank you!

