

INTERACTIVE DIDACTICS AND AUGMENTED SELF REALITY



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BEATA & ONNO

- PL foundation (Citizen Project) & NL Foundation (Ezzev)
- 5 common EU education projects
 - Partners/ (co-) authors
- 4 common national PL education projects
 - Partners/ authors
- Common report

Focus on:

- New technologies (mainly Augmented Reality)
- Identities
- Video recording

VIDEO

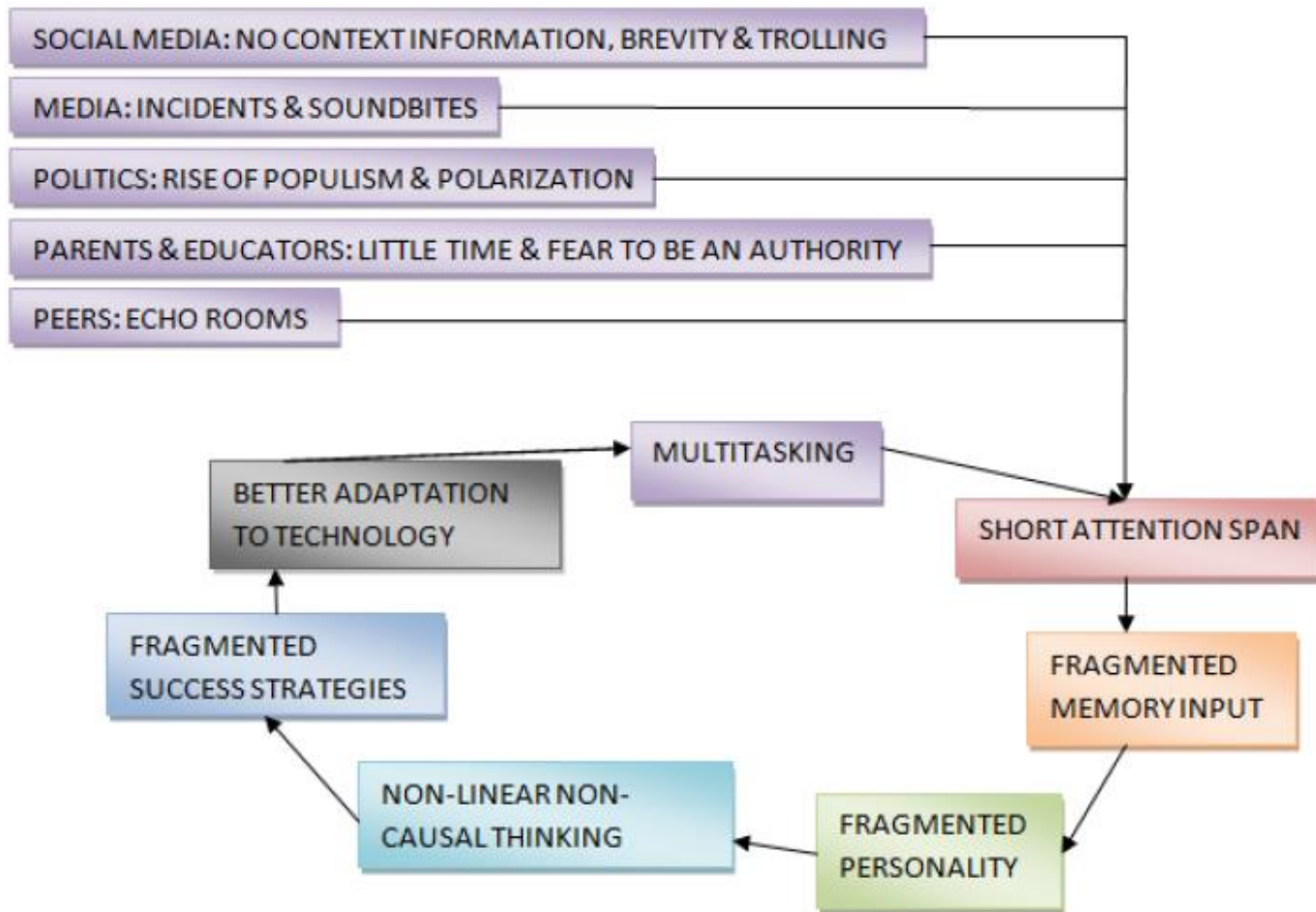
WHAT HAPPENS

- Extreme openness
- Engagement
- Light & serious contact
- Bonding

WHY DOES IT HAPPEN

- ELIZA effect
- Interactive didactics (Formative Assessment)
 - Traditional didactics annul all effects
 - Immediate non-moralistic feedback
- Group engagement (opt-in)
 - Functions as asynchronous communication
- Visual transfer of information
- Fits youngster fragmentation
 - Two minute impulses cause a state of flow

GENERATION F



CONTACT – YES PLEASE

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