Augmented Reality Interactive Storytelling

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TECHNOLOGY

Augmented Reality Interactive Storytelling, or ARIS for short, is a place-based storytelling and gaming platform that uses servers and mobile devices to engage learners in completing measurable objectives. Content authors use a web-based tool to create experiences using points of interest defined on a map, associating experiences, interactions, and assessment with each location.

PURPOSE

» Supports critical thinking and higher order skills development using active learning techniques.
» Augments real-world experiences and places with educational content in context.
» Fosters positive relationships between students, teachers, and the community.

PROCEDURE

» Tutorials and guides are available on the ARIS web site to help you understand the ARIS system and get started with creating an interactive story. Links to these resources are on the nwacco.org site.
» Difficulty developing and implementing in ARIS depends on the complexity of your project.

» Simple campus tours won't take much time. Complex interactions will take significantly more setup.
» Once your experience is stable, maintenance is minimal, but will involve keeping devices updated with the latest ARIS software.

CONSIDERATIONS

» Network availability/capacity
» Time (production, participation)
» Environment (weather, accessibility, etc.)
» Student access to devices and resources

ADVANCED