

Blending different fragrances to get a fresher perfume

– the essence of Edu**PARK**

Lúcia Pombo

Select different
fragrances to
produce a fresh
perfume



Produce a
fresh
perfume



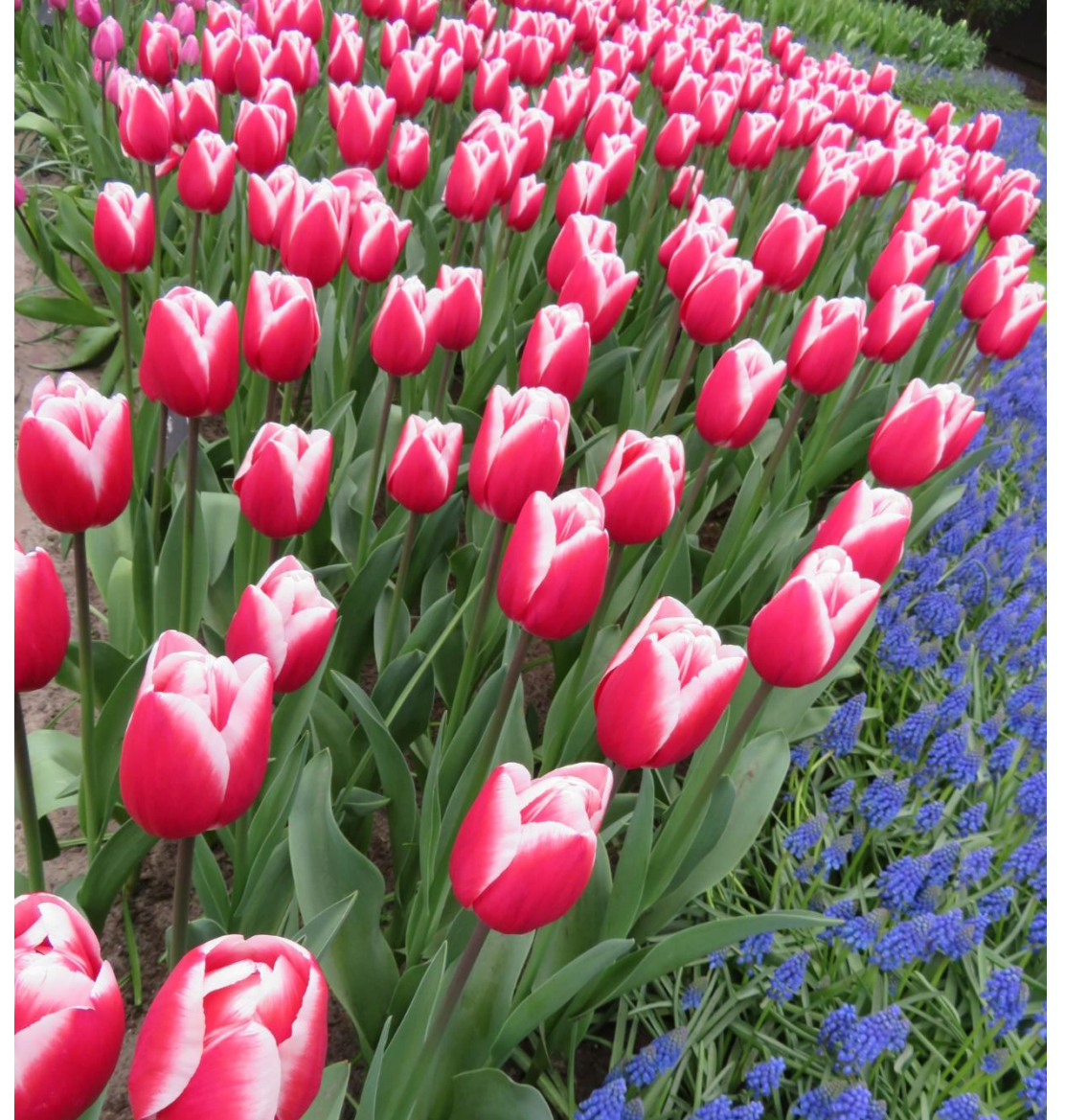
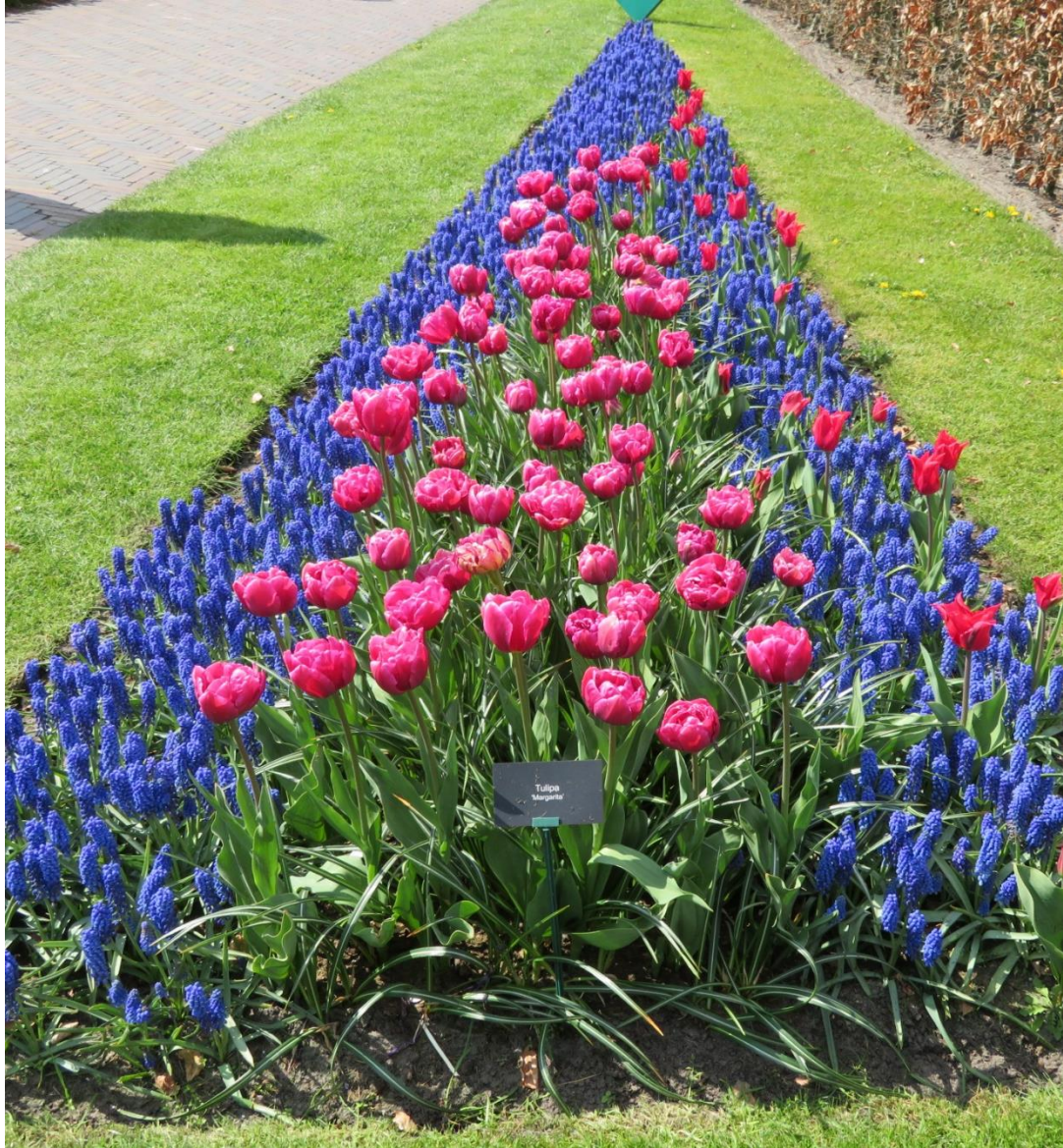
Citrus fruits

<https://healthyeating.sfgate.com/health-benefits-citrus-fruits-7925.html>



Lonicera japonica

https://pt.wikipedia.org/wiki/Lonicera_japonica



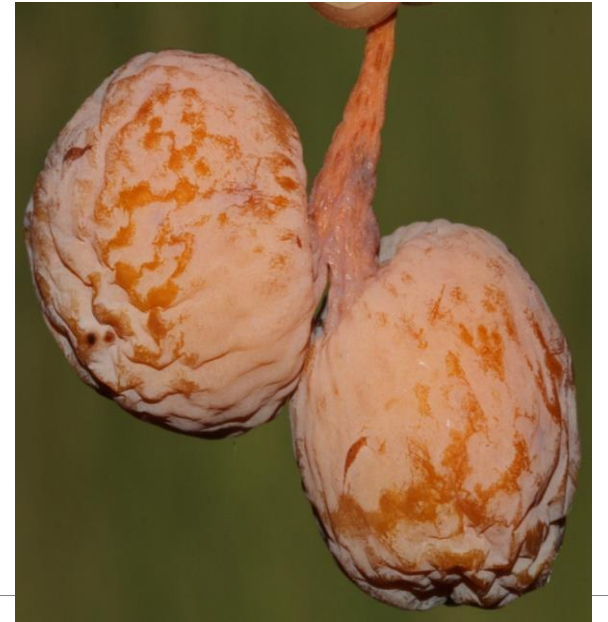
Not a fresh
perfume



. Fruits are **drupes** and each contains a whitish seed that is **extremely toxic**.

In EduPARK app

Ginkgo biloba L.



They exude a rancid smell when mature.

Prepare a
fresh lesson



Prepare a
fresh lesson



Prepare a
fresh lesson





Advantages of outdoor lessons

- Physical benefits...
- Mental exercise...
- Improved behavior...
- Personality development...
- Better social skills...
- Increased work productivity...
- Spirit observation...
- Increased environmental awareness...



Not a fresh
lesson



<http://emprego30dias.com/events/universidade-de-aveiro/>

Prepare a
different
lesson



<https://www.marketplace-simulation.com/blog/marketplace-microsimulations-in-your-flipped-classroom/>

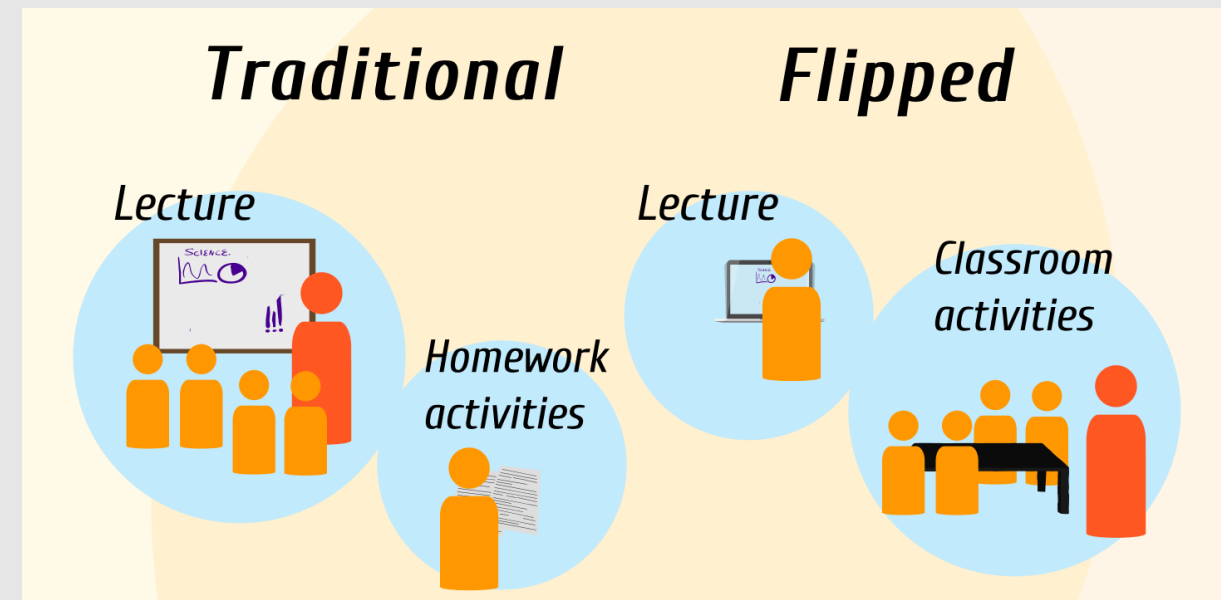
Prepare a
different
lesson





Advantages of flipped classrooms

- speaks the language of 21st century students
- helps students with more difficulties
- everyone becomes active and participatory
- allows students to get the most out of their teachers
- increases student-teacher interaction
- increases interaction among students through collaborative learning
- the classroom stops being boring and become much more interactive



Does
everybody
like it?



<https://www.cfes.org.br/noticias/pls-37217-vote-nao/>

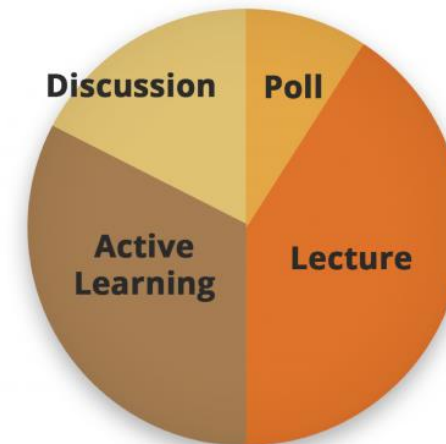
Active Learning, what is it?

- ...is any approach to lecture in which all students are asked to engage in the learning process.
- ...stands in contrast to "traditional" modes of lecturing in which students are passive recipients of knowledge from an expert.

Traditional
Lecture and Time



Active Learning
Lecture and Time



Types of Active Learning

- Group presentation
- Interactive lecture
- Self-assessment
- Large group discussion
- Brainstorming
- Question & answer
- Quizzes
- Writing tasks
- Pause for reflection
- Role playing
- Experimental Learning
- Outdoor visits



<http://blog.skolera.com/2018/06/20/active-learning/#.XN7aUMhKhPY>



Active Learning pedagogies

Problem-
based
learning

Project-
based
learning

Flipped
classroom

Blended
learning

Mobile
learning





The essence
of EduPARK

EduPARK

universidade de aveiro



theoria poiesis praxis

forum@ua



teaching & learning

fórum de ensino
& aprendizagem@UA

The ECIU Team Award





ECIU Team Award for Innovation in Teaching and Learning

cidtff

centro de investigação
Didática e Tecnologia na Formação de Formadores



dep

departamento de educação e psicologia

deti

universidade de aveiro
departamento de eletrónica,
telecomunicações e informática



dbio

universidade de aveiro
departamento de biologia

team

multi-disciplinary

AR in a day-to-day
technology

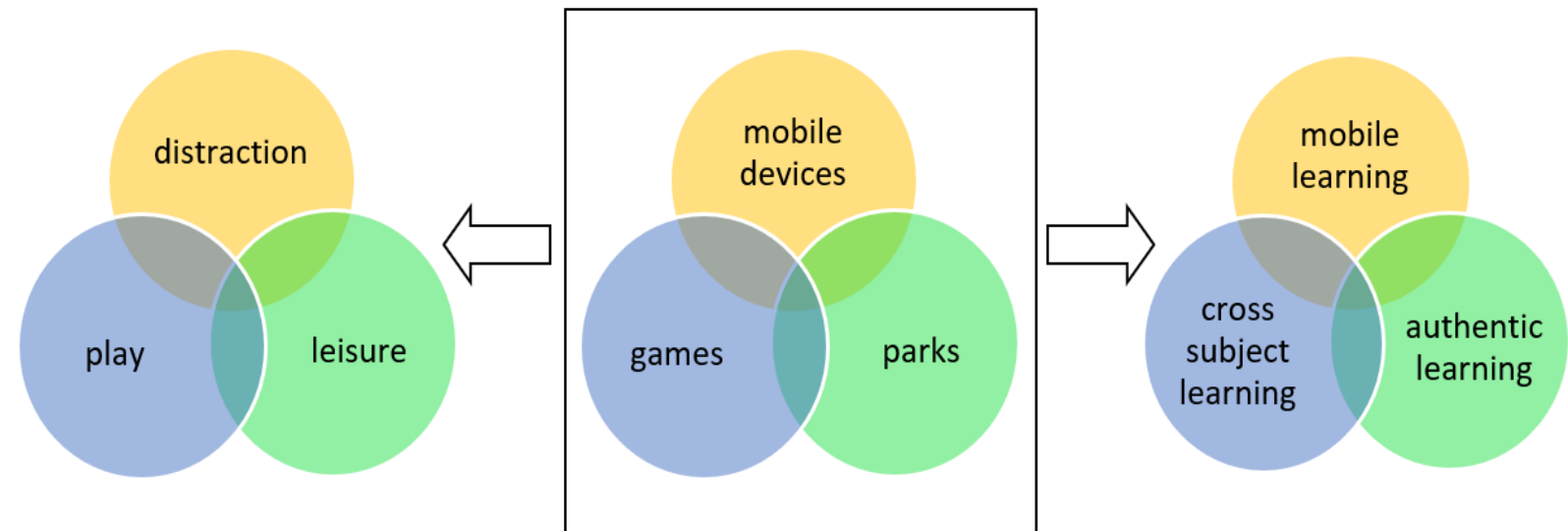
innovation

challenge

conventional
thinking in
education

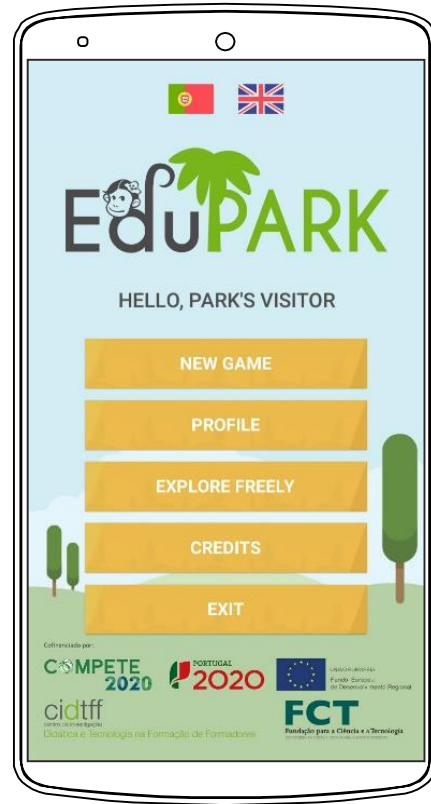


The essence of EduPARK



In Pombo & Marques, 2019 - Computers

The fragrances of EduPARK



- For Android devices; Unity 5 (cross-platform game engine)
- Two modes: 'game' and 'explore freely'
- AR contents
- Interdisciplinary and interactive
- Geocaching principles

4 educational guides (games):

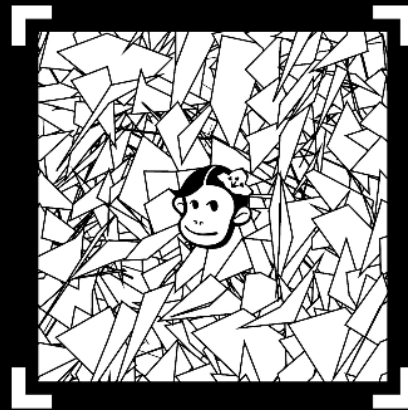
- ✓ 1st cycle - Basic Education
- ✓ 2nd & 3rd cycles - Basic Education
- ✓ Secondary & Higher Education
- ✓ Tourism/general public (also in English)

The fragrances of EduPARK

EDUPARK

Acer negundo L.
bordo-negundo

Família: Sapindaceae
Origem: Norte e centro da América



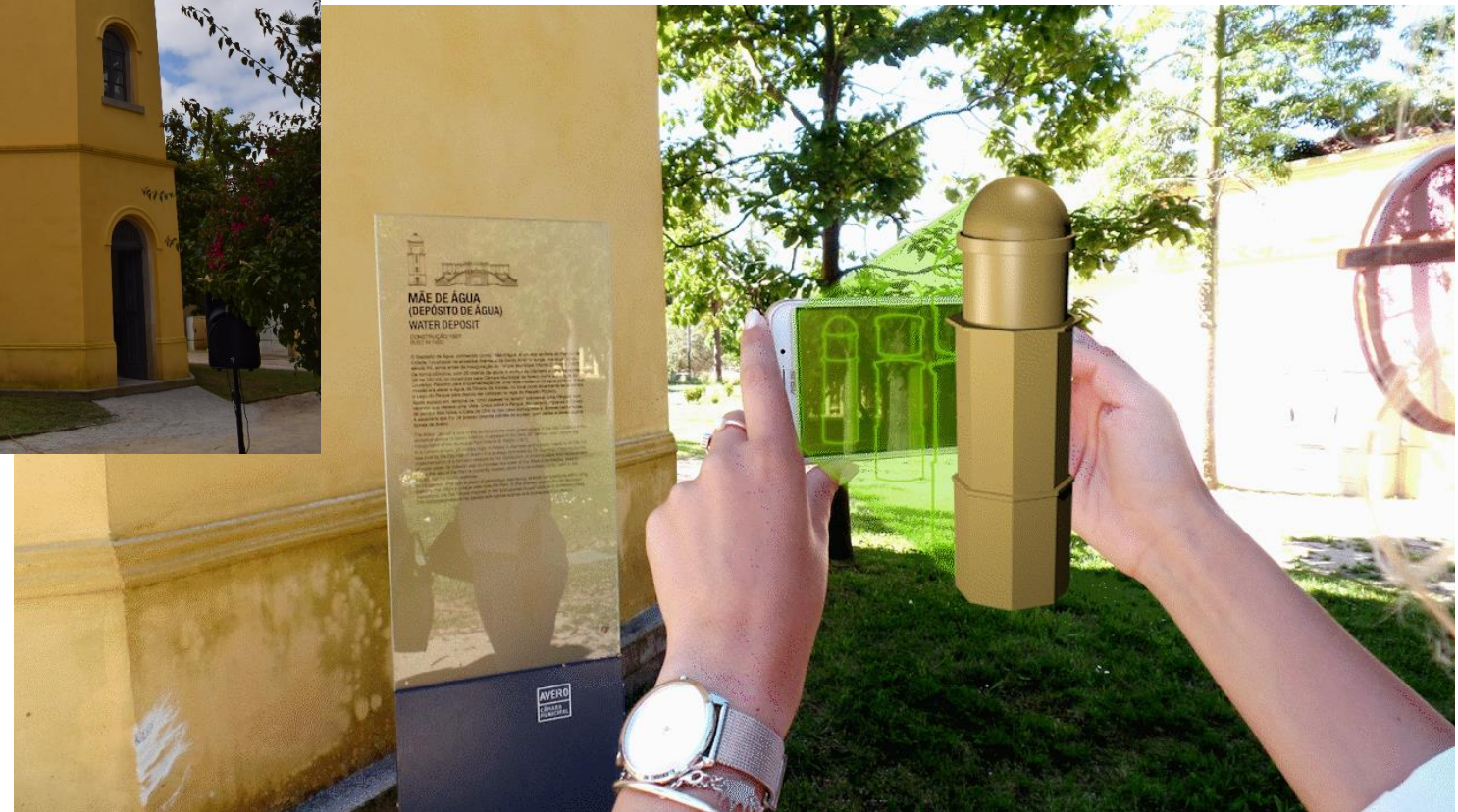


The fragrances
of EduPARK

The fragrances of EduPARK



The fragrances of EduPARK



The fragrances
of EduPARK

Line of Symmetry



The fragrances of EduPARK



The fragrances
of EduPARK



The fragrances of EduPARK

Ação de curta duração
2ª edição

EU AMO EduPARK
Educação
Ubíqua com a Aplicação
Móvel
Outdoor EduPARK



Google Play

website do projeto
<http://edupark.web.ua.pt>

Contacto
de-edupark@ua.pt

Destinatários

- Professores do ensino básico e secundário e da educação especial

Metodologia

- Experimentação *outdoor* de uma estratégia de ensino inovadora que articula *mobile learning*, gamificação e Realidade Aumentada

Estrutura

- Apresentação do projeto EduPARK
- Experimentação prática da app EduPARK em modo livre e em jogo
- Preenchimento de questionário anónimo individual
- Divulgação dos resultados e entrega de prémios
- Piquenique partilhado

Ponto de encontro

- Gruta artificial junto à escadaria amarela no Parque Infante D. Pedro



Material necessário

- Dispositivo móvel Android com a app EduPARK instalada através do Google play ou <http://edupark.web.ua.pt/app>
- Após instalação, atualizar *quizzes*, com ligação à Internet
- Algo para partilhar no piquenique
- Boa disposição e vontade de andar!

Inscrições (até 30 de abril)

<https://goo.gl/3aKLeS>

8 de maio
14h30-18h30

A não perder!



cidtff
centro de investigação
Didática e Tecnologia na Formação de Formadores

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desenvolvimento de educação e tecnologia

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PROVÁVEL**

**REDE DE
BIBLIOTECAS
ESCOLARES**

**centro de formação da associação de escolas
colaborativas do azeite e do azeite**

Cofinanciado por:

**COMPETE
2020**

**PORTUGAL
2020**

**UNião Europeia
Fundo Europeu
de Desenvolvimento Regional**

FCT
Fundação para a Ciência e a Tecnologia

**universidade
de aveiro**

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The fragrances of EduPARK

Good Usability

Easy to use

High Educational
level

Authentic learning

Technology

AR app with
contextualized context
in outdoors

New pedagogy

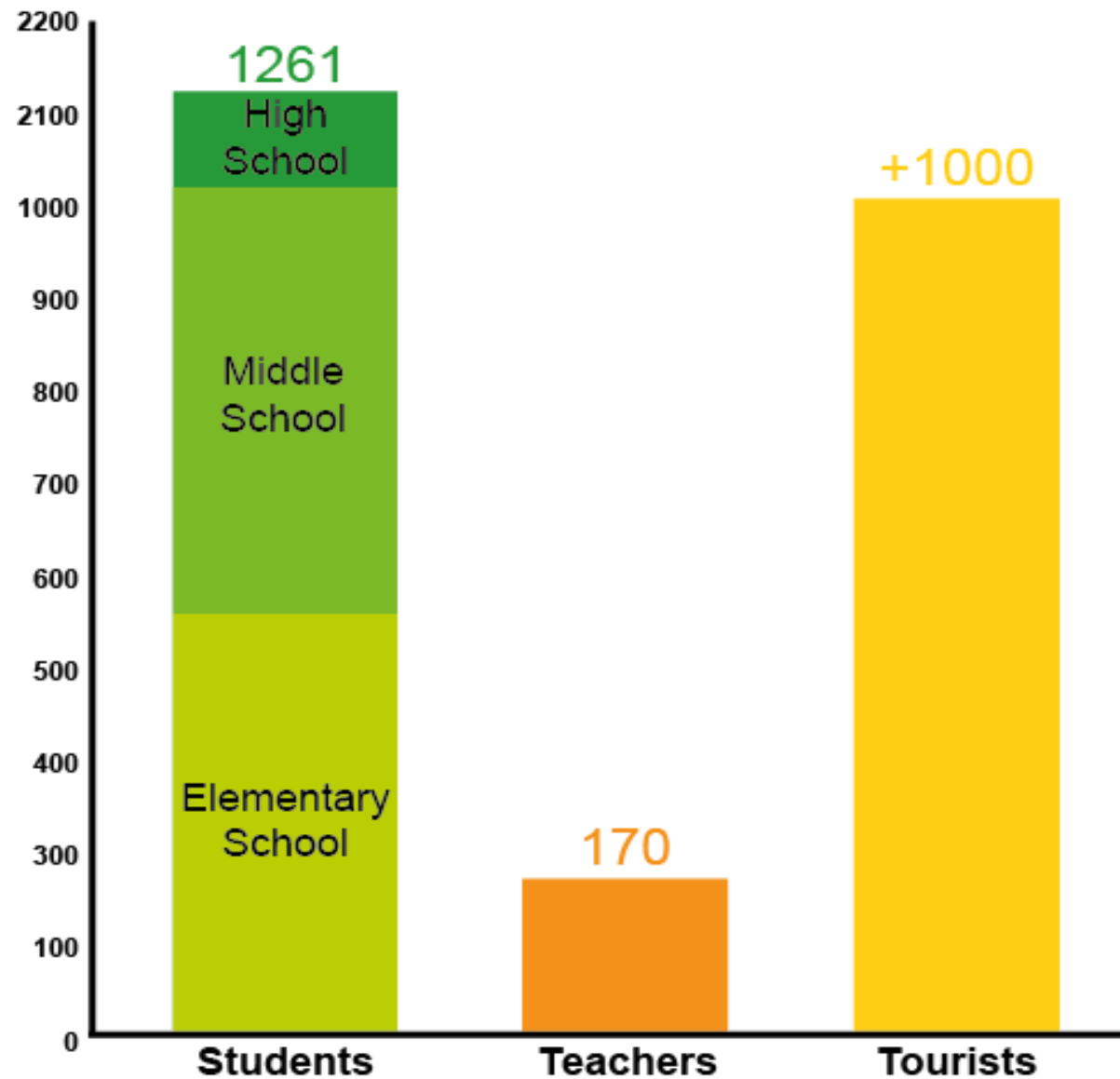
game-based geocaching
activities

3 years now

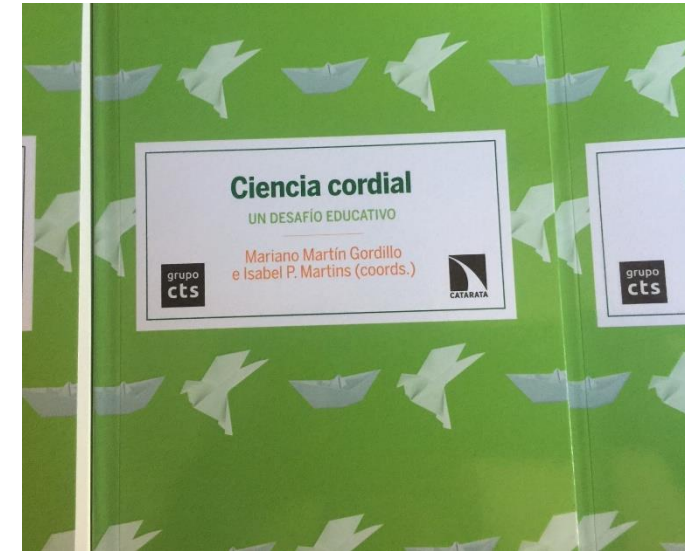


Numbers of EduPARK

80 Activities



Numbers of EduPARK



computers



Article

An App that Changes Mentalities about Mobile Learning—the EduPARK Augmented Reality Activity

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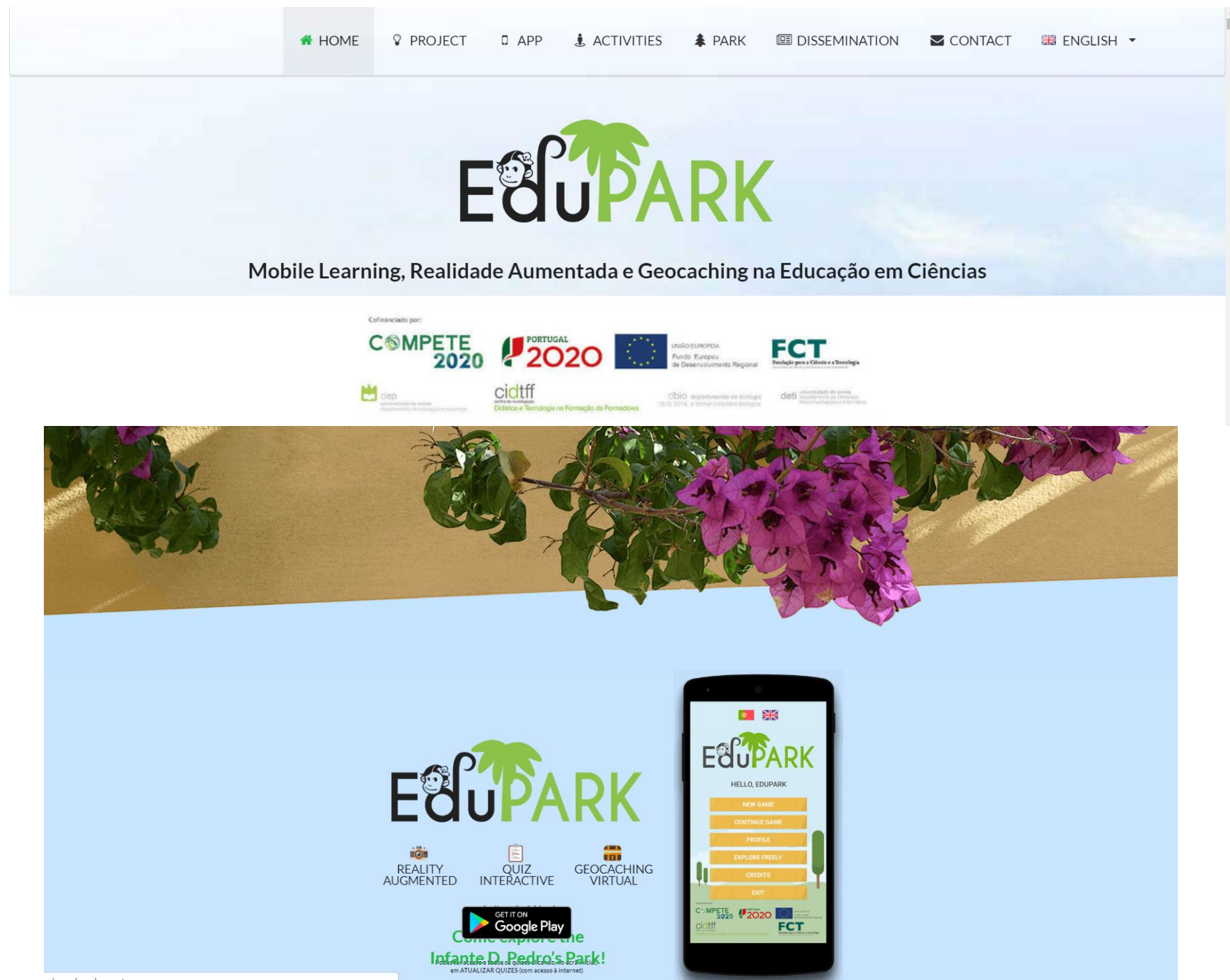
* Correspondence: lpombo@ua.pt; Tel.: +00351-234-372-422

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Abstract: The public usually associates mobile devices to distraction and learning disruption, and they are not frequently used in formal education. Additionally, games and parks are both associated with play and leisure time, and not to learn. This study shows that the combination of mobiles, games, and parks can promote authentic learning and contributes to changing conventional mentalities. The study is framed by the EduPARK project that created an innovative app for authentic learning, supported by mobile and augmented reality (AR) technologies, for game-based approaches in a green park. A case study of the EduPARK strategy's educational value, according to 86 Basic Education undergraduate students, was conducted. The participants experienced the app in the park and presented their opinion about: (i) mobile learning; (ii) the app's usability; and (iii) the impact of the educational strategy in terms of factors, such as intrinsic motivation and authentic learning. Data collection included a survey and document collection of student reflections



The site





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The formula

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