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EduPARK – changing mentalities about how people learn

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The EduPARK* project moves learning from traditional classroom environments to natural spaces that students can physically explore, making connections with curricular contents, in the Aveiro green park. The EduPARK team, comprising researchers from different UA departments (DEP, DBio & DETI), developed a freely available Google app, which everyone can use to learn in an enjoyable and authentic way. It gives access to augmented reality (AR) contents in Portuguese and English, as well as to interactive cross-subjects educational games for students from Basic to Higher Education and for the tourist/public in general. The project, articulating research and training, relies on the combination of mobile devices, games and outdoor environments to promote authentic learning and contributing to change mentalities about how people learn.

The EduPARK project was the winner of the 2018 ECIU Team Award for Innovation in Teaching and Learning. The jury pointed out that the project revealed a particularly high level of innovation through: a) a multidisciplinary team of researchers; b) the educative use of AR in day-to-day technologies, such as the smartphone; and c) the challenging of conventional thought about the way people can learn.

Regular activities are being held (75 so far, involving 1250 students, 280 teachers and hundreds of tourists, including several teacher training sessions), where systematic collection of data takes place to better understand the benefits of mobile learning in outdoor settings. The relevance of EduPARK relies on the enhancement of the educational impact value of urban spaces on schools, the wider community and the tourism sector.



<http://edupark.web.ua.pt>