

Technology Enhanced Learning Using Virtual and Augmented Realities: An Applied Method to Improve the Animation Teaching Delivery

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Abstract : This paper presents a software solution to enhance the content and presentation of graphic design and animation related textbooks. Using augmented and virtual reality concepts, a mobile application is developed to improve the static material found in books. This allows users to interact with animated examples and tutorials using their mobile phones and stereoscopic 3D viewers which will enhance information delivery. The application is tested on Google Cardboard with visual content in 3D space. Evaluation of the proposed application demonstrates that it improved the readability of static content and provided new experiences to the reader.

Keywords : animation, augmented reality, google cardboard, interactive media, technology enhanced learning, virtual reality

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