

Pengul



Colaboration:

STEM-AR club "PenguIN" + V.N.Karazin Kharkiv national university















COLLABORATION IN STEM EDUCATION

projects including the local community – e.g. between teachers, schools and companies, different communities

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Augmented reality in education

The goal of the project: to create mobile (Android) applications with augmented reality and create STEM-lessons with these applications.

- 1. Skyscrapers AR. An app with augmented reality for the demonstration of world-famous architectural structures.
- 2. Da Vinci Machines AR. In this app you can explore Leonardo's work in 3D. With controls provided in the app, you will be able to see 3D models from different perspectives with mesmerizing 3D animations.
- 3. Bridges AR. Augmented reality application for the demonstration of six basic bridge structures.

The STEM lessons program was created using these authour's applications.





Own models of bridges were created

Skyscrapers AR

How to start using augmented reality technology in lessons?

- 1. Find the application in Google Play
- 2. Install the application on a smartphone or tablet
- 3. Print out the key cards to which the application will respond
- 4. Turn on the application on the phone
- 5. Let's point the smartphone camera at the key picture
- 6. On the screen of the smartphone we will see augmented reality information







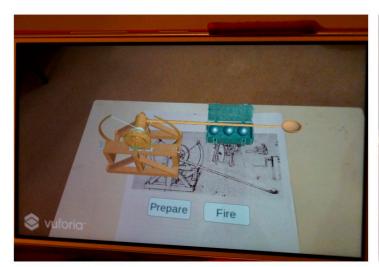




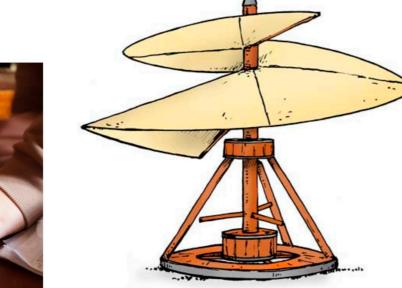
Travel around the world and learn about famous buildings

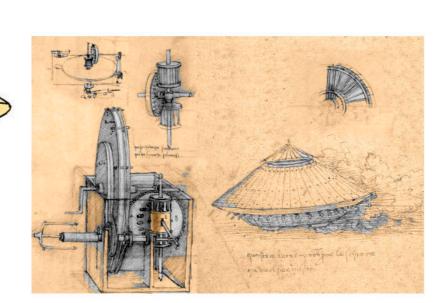
Create own tower from 20 sheets of paper

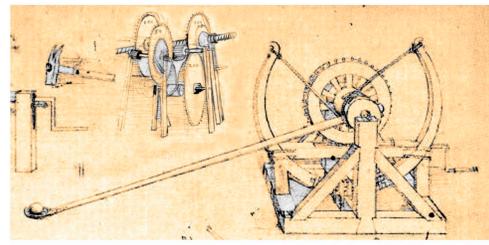












Create own model of the catapult

Key cards for "Da Vinci Machines AR"

AR technology gives teachers the opportunity to enhance classroom experiences, teach hands-on skills, to inspire student minds and get students excited about exploring new interests



