#155 Mobile and Augmented Reality Resources for Learning

In By utilizing mobile media and place-based augmented reality techniques (i.e. games), this project will create multilingual learning opportunities for PSU students, as well as provide multilingual experiences to Portland metro area residents and visitors to the region.

ACHIEVEMENTS THIS PERIOD (12.15.13-2.4.14)

- Continued storyboarding campus tour of PSU sustainability projects.
- Nearly completed a Spanish version of the existing English and French AR game.
- Expanded mobile resources for use by the Intensive English Language Program (IELP) in coordination with IELP instructors.
- Continuing to plan and coordinate with the University of Oregon’s Center for Applied Second Language Studies. Have had two face-to-face meeting with the director of that center (Julie Sykes).
- Continuing to plan a “game jam” - an intensive development period where faculty and students from the OUS system can creatively interact and produce mobile resources for learning.

GOALS FOR NEXT PERIOD (2.3.14-3.9.14)

- Alpha test new AR game with Spanish language students.
- Create and test an alpha version of the English language PSU campus tour focusing on sustainability projects.
- Complete and submit Human Subjects paperwork so that effectiveness research can begin.
- Create and finalize Project Plan (detailed work plan/time-line).
- Create and finalize Project Management Plan (brief document covering project scope, roles, and change management process).

KEY DECISIONS

- None.

OPEN ISSUES

- None.

LEAD: Steve Thorne, Associate Professor of Second Language Acquisition, World Languages and Literatures, College of Liberal Arts & Sciences

PROJECT MANAGER: Hans VanDerSchaaf

COLLABORATORS: Dept. of World Languages and Literatures, Dept. of Applied Linguistics and Intensive English Language Program
#155 Mobile and Augmented Reality Resources for Learning

In By utilizing mobile media and place-based augmented reality techniques (i.e. games), this project will create multilingual learning opportunities for PSU students, as well as provide multilingual experiences to Portland metro area residents and visitors to the region.

**ACHIEVEMENTS THIS PERIOD (11.15.13-12.15.13)**

- Several additional language sections within WLL, including Spanish, Hebrew, German, and Russian, have agreed to participate in the project beginning in the Spring term (2014).
- Began coordination with relevant PSU representatives regarding general campus tours to acquire sanctioned texts, points of interest and University priorities.
- Focused on resolving technical issues and began evaluating cross-platform development environments.
- Thorne (faculty lead) presented a keynote address based on this project at the "Learning in the Age of Hyper Connectivity" conference, Universitat Autònoma de Barcelona, Barcelona, Spain, November 27, 2013.

**GOALS FOR NEXT PERIOD (12.15.13-2.2.14)**

- Continue storyboarding campus tour of sustainability projects and create and test an alpha version of the English language product.
- Create Spanish version of the existing English and French AR game. Implement with Spanish language students.
- Expand mobile resources for use by the Intensive English Language Program (IELP) in coordination with IELP instructors.
- Plan and coordinate with the University of Oregon’s Center for Applied Second Language Studies to host a “game jam” -- an intensive development period where faculty and students from the OUS system can creatively interact and produce mobile resources for learning.
- Complete and submit Human Subjects paperwork so that effectiveness research can begin.
- Create and finalize Project Plan (detailed work plan/timeline).
- Create and finalize Project Management Plan (brief document covering project scope, roles, and change management process).

**KEY DECISIONS THIS PERIOD (11.15.13-12.15.13)**

- Candidate cross-platform mobile development environments have been identified and are being evaluated.

**OPEN ISSUES**

- None.

**LEAD:** Steve Thorne, Associate Professor of Second Language Acquisition, World Languages and Literatures, College of Liberal Arts & Sciences

**PROJECT MANAGER:** Hans VanDerSchaaf

**COLLABORATORS:** Dept. of World Languages and Literatures, Dept. of Applied Linguistics and Intensive English Language Program
#155: Mobile and Augmented Reality Resources for Learning

By utilizing mobile media and place-based augmented reality techniques (i.e. games), this project will create multilingual learning opportunities for PSU students, as well as provide multilingual experiences to Portland metro area residents and visitors to the region.

Project Status: On Schedule

Achievements this period (5.2013-11.15.13)

- Initial AR game design and development focuses on PSU’s sustainability and green technologies projects.
- To date, the alpha version of three games are complete: Intensive English Language Program; intermediate courses of French; and for general campus use.
- The French version of the AR game was tested in a French 200 level course on November 14th. The instructor sent the faculty lead (Thorne) this message: “Grand succes! Ils ont adore le jeux!” [Grand success! They loved the game!]
- Thorne has given two invited talks about this Mobile technologies project.
- Thorne recently (2013) published a journal article as a result of project.

Goals for next period (11.16.13-12.15.13)

- Several additional language sections within WLL, including Spanish, Hebrew, German, and Russian, intend to participate in the project beginning in the Winter and Spring terms (2014).
- Integrate mobile learning resources with AR games for use in specific courses and curricula.
- Begin coordination with relevant PSU representatives regarding general campus tours to acquire sanctioned texts, points of interest and university priorities.
- Storyboard general campus tours, then translate into multiple languages.
- Focus on technical issues.

Key decisions this period (5.2013-11.15.13)

- Focus AR game design to highlight PSU’s sustainability projects.
- Design mobile AR games and activities in alignment with existing curricula, particularly WLL and IELP courses.
- Continue technical development using ARIS (arisgames.org), an open source iOS platform authoring environment.

Open issues

- None at this time.

Lead: Steve Thorne, Associate Professor of Second Language Acquisition, World Languages and Literatures, College of Liberal Arts & Sciences

Project Manager: Hans VanDerSchaaf

Collaborators: Dept. of World Languages and Literatures, Dept. of Applied Linguistics and Intensive English Language Program