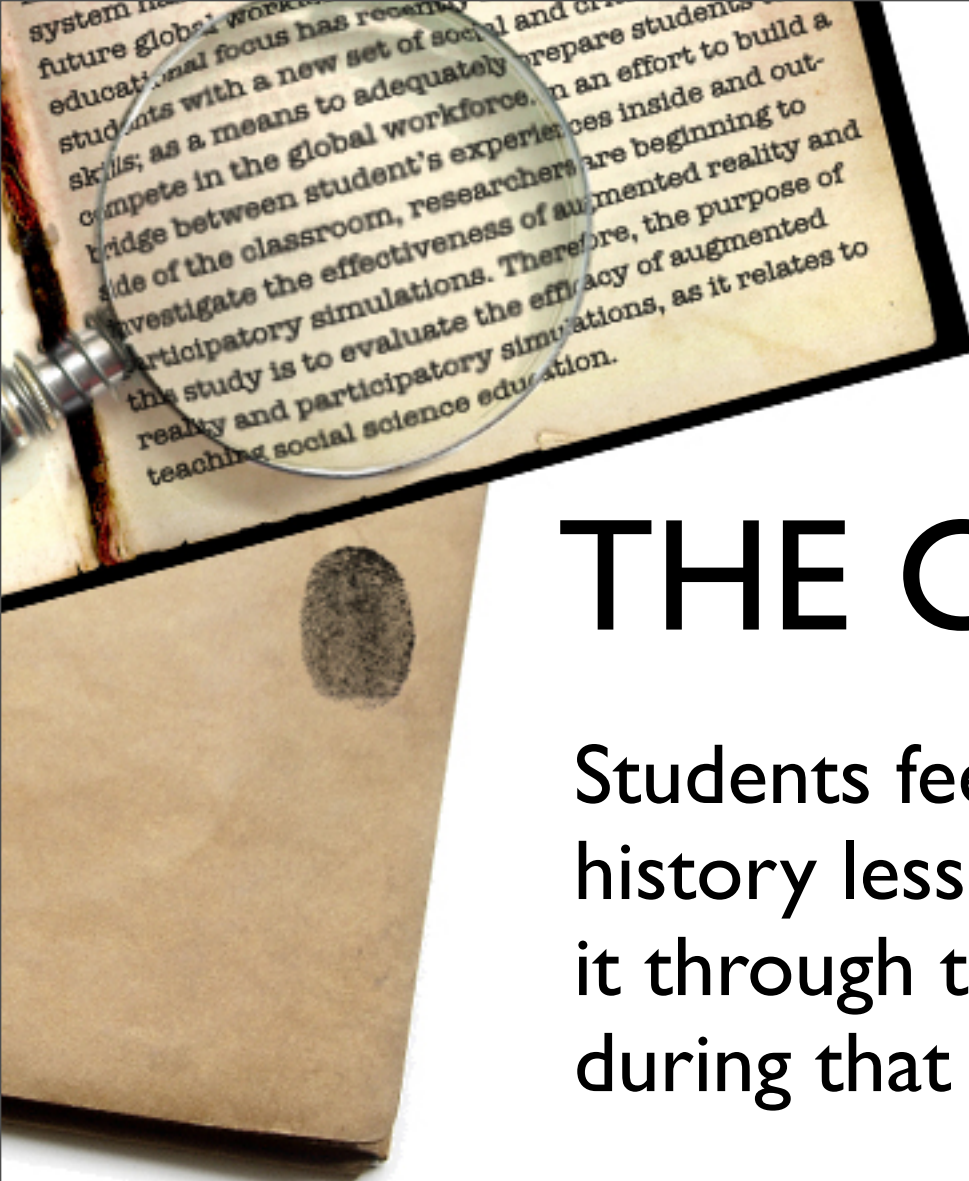


GHSI

Georgia Historical Scene Investigation

An augmented reality
project created
by Camaal Moten



THE CHALLENGE

Students feel disconnected from history lessons because they can't see it through the eyes of those who lived during that time.



Image retrieved on on September 24, 2009 from http://images.fanpop.com/images/image_uploads/CSI-csi-141309_1024_768.jpg

Saturday, September 26, 2009

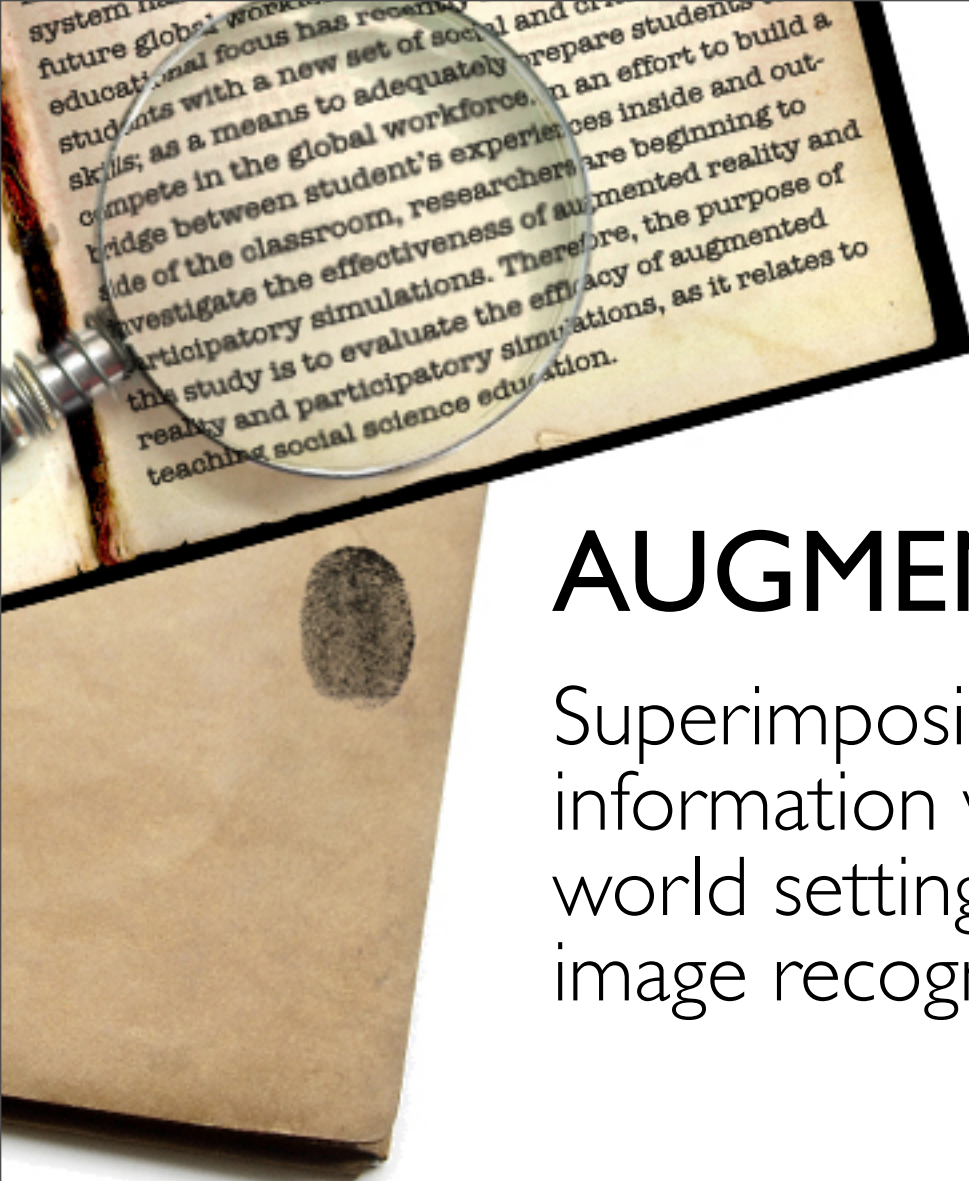


WHAT IS GHSI?

- A Web-based tool
- Coded messages
- Augmented reality

LAUNCH GHSI





AUGMENTED REALITY (AR)

Superimposing virtual and dynamic information within the context of a real world setting using GPS coordinates and image recognition technology.



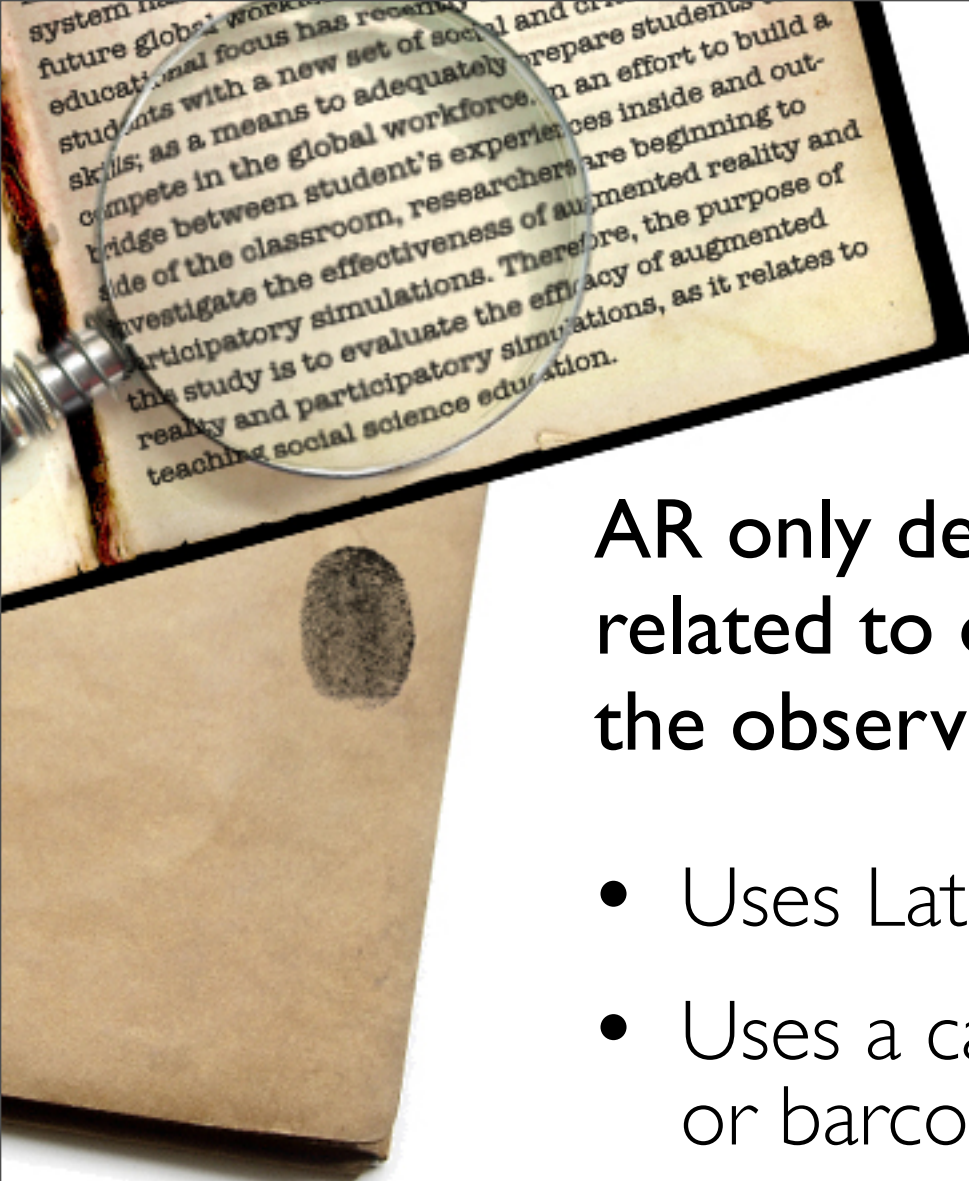
Image retrieved on on September 24, 2009 from http://api.ning.com/files/oam9ckbm2SBXbpa-otrWKyzehGKT-eEIHPV7pf6FJzw_/robocop10002.jpeg

Saturday, September 26, 2009



Image retrieved on on September 24, 2009 from <http://media.photobucket.com/image/matrix/addinut100/matrix.jpg>

Saturday, September 26, 2009



AUGMENTED REALITY (AR)

AR only delivers relevant information related to one's current location or the observed object.

- Uses Latitude and Longitude
- Uses a camera to recognize an image or barcode
- Embeds 3D models, audio and video
- Based on a desktop or mobile platform



SO WHAT?

According to the brain-based learning theory, the brain is more apt to pay attention to things with a clear contrast and sense of novelty (Jensen, 2000).

- AR promotes contextual learning
- With AR printed content becomes interactive
- AR develops stronger mental models

Jensen, E. (2000). *Brain-based learning: The new science of teaching & training*. Thousand Oaks, California: Corwin Press.



Image retrieved on on September 24, 2009 from <http://goldsealnews.com/wp-content/uploads/2008/10/earth.jpg>



WHY?

Learners remember more when they can touch and manipulate the vivid graphics (Jensen, 2000).

- Fosters innovation and creativity
- Appeals to multiple intelligences
- Provides pre-exposure and coaching
- Enables students to analyze information from an in-depth perspective

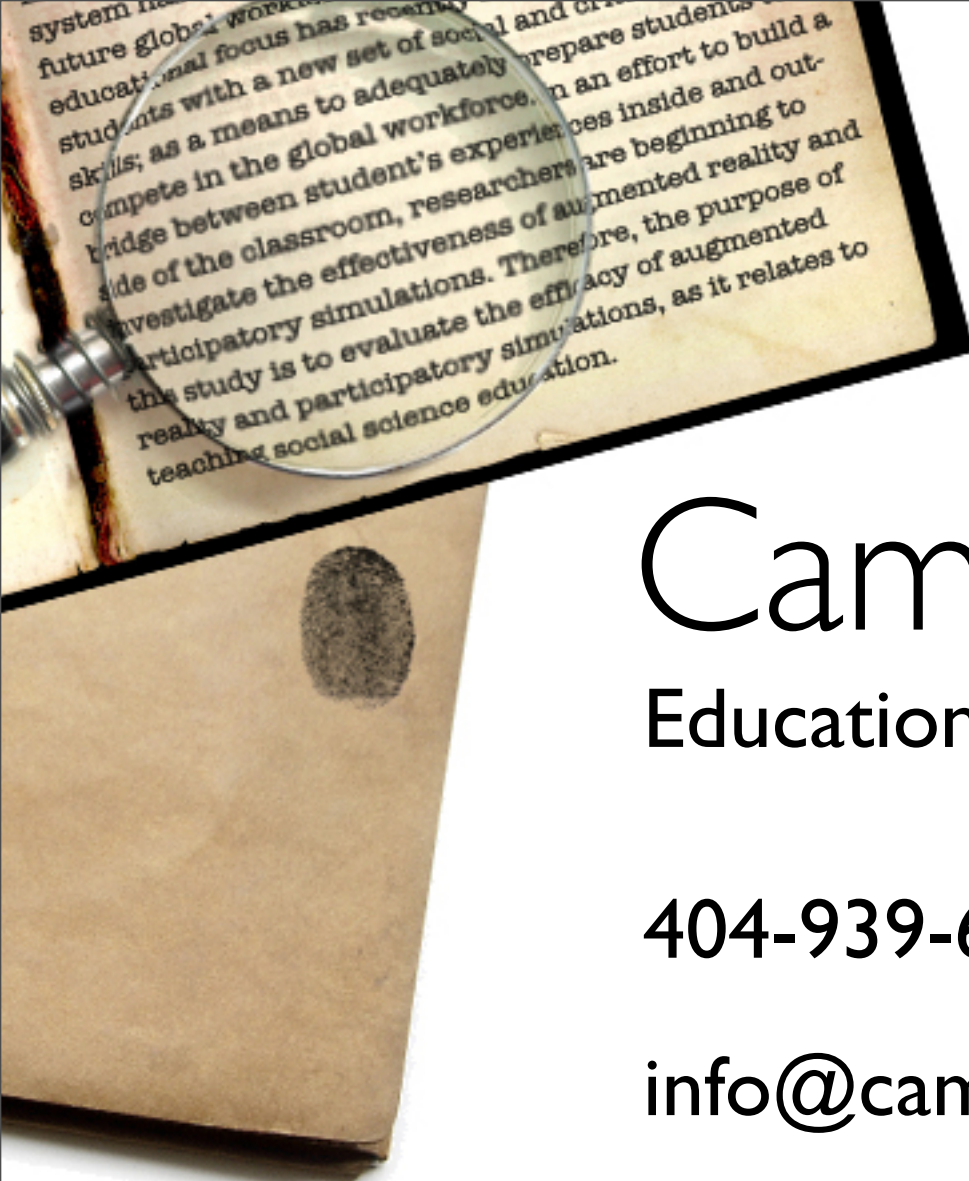
Jensen, E. (2000). *Brain-based learning: The new science of teaching & training*. Thousand Oaks, California: Corwin Press.

WHAT IF?



- Historical tours were self-directed
- Highlighted sections in textbooks were replaced with expert commentaries and dynamic media
- AR was used for Advertising, Architecture, Training Simulations, etc.

Image retrieved on on September 24, 2009 from <http://www.junaio.com>



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