Augmented Education: Location-Based Games for Real-World Teaching and Learning Sessions

# Details

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## Topics

## Sample

11 years old pupils and their teachers from a fifth-grade class and researchers from Mid Sweden University in Sweden.

## Implications For Educators About

* Professional development
* School innovation
* Other

## Implications For Policy Makers About

Other

## Other PolicyMaker Implication

Augmented education as new paradigm of teaching

## Implications For Stakeholders About

Researchers

# Abstract

GPS-equipped smartphones have enabled the construction of location-based games. In augmented reality (AR), fantasy worlds are mapped to real-world settings. Two location-based AR games that use historical markers as points of interest are Ingress and Pokémon GO. This chapter describes and discusses how PokéStop statues in Pokémon GO can be used in primary school outdoor sessions. A case study was conducted on how fifth-grade students learned about local history, social sciences and humanities during game sessions. Findings suggest that AR could be an inspiring extension in educational settings, if activities are aligned to the surroundings and learning objectives and outdoor gaming activities are followed up in more traditional classroom sessions.

# Outcome

"[M]obile game-based learning activities can be orchestrated to create augmented learning. Findings show that continuous interplay between different platforms is central.... The study shows that it is not the technology itself that influences learning as such, but rather the engagement between the learner and the technology. Hence, this study shows that the foundation of augmented learning consists of interplay between students, the game and the surrounding locations. (Authors, 231)