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

# Details

## Year

Not reported

## Scope

Local

## Countries

Sweden

## Type

Empirical research – Mixed methods

## Methodologies

Case study

## Researched Groups

## Children Ages

Pre-adolescents (11-13 Years old)

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://link-springer-com.ezproxy.ub.gu.se/content/pdf/10.1007%2F978-3-030-15616-9\_14.pdf

## Data Set Availability

Not mentioned

# Goals

"[H]ow an orchestration of educational outdoor activities might be augmented by the use of a location-based game and chosen POIs are presented and discussed in the next section." (Authors, 221)