



AR4 Youth News

Training Young People on Augmented Reality Authoring Showcasing Intangible Cultural Assets as Use Cases

We are excited to share with you some of the accomplishments that AR4Youth has achieved so far. The project team has been working hard to develop new ways of using Augmented Reality to help engage and educate youth. Here are some of the highlights of our progress:



Kick-Off Meeting

On the 2nd & 3rd of June 2022, the project team met for the first time in Larnaca, Cyprus to commence a fruitful and beneficial collaboration. During the meeting, an overview of the project was presented in order to establish a workable roadmap with clear role allocations defined among the consortium members. Moreover, the first tasks to be implemented were presented and analysed while a plan for the following six months was agreed.

Youth Consultations

The project partners have been successful in developing selection criteria for Youth Consultants (YC), and 30 YCs will soon engage in an interactive experience to learn more about augmentation. This is a major milestone for the project, as it will help to ensure that we have the right people in place to help us achieve our goals.



Fairy Tales & Myths Selections

Partners have identified fairy tales and myths that will be augmented from young people and have adopted the selected stories to Greek, Estonian, and Lithuanian. This has allowed us to make the project more accessible to different communities, which is a key goal for the project.

Fairy Tales & Myths Designs

The creative team has been working on designs for the selected stories. This work is important to ensure that we create an engaging and immersive experience for the youth, which will help to keep them interested and engaged in the learning process.





UPCOMING...



ROTTERDAM

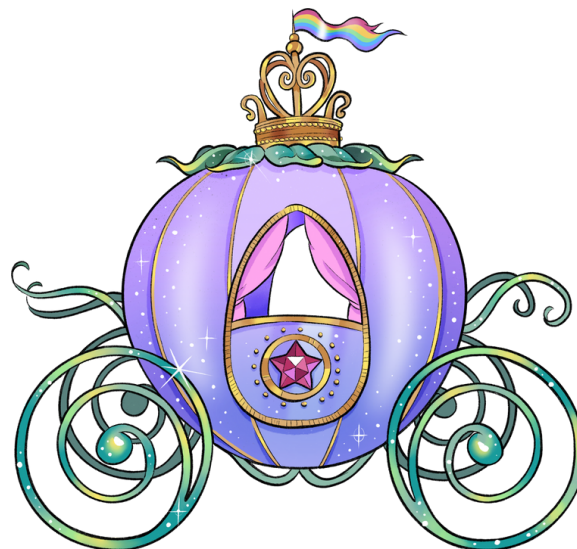
2nd Meeting in Rotterdam

A project meeting will take place in Rotterdam in April 2023, where partners will discuss the project's progress and decide on the next steps. This meeting will bring together all the project partners to review our progress and examine any challenges we have encountered along the way.

AR4Youth Facilitator Development

Works are underway for the development of the AR4Youth Facilitator which is the tool that will aid youth in learning and applying Design Thinking Methodology for Augmenting the Stories selected.

Stay tuned for more...





AR4Youth Partners



About the Project

AR4Youth centralises at training young people in conceiving, designing and implementing an Augmented Reality (AR) project for digitising and augmenting books, guides or manuals using fairy tales, myths and legends in Greek, Estonian and Lithuanian as case studies

Contact us

