

# 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:

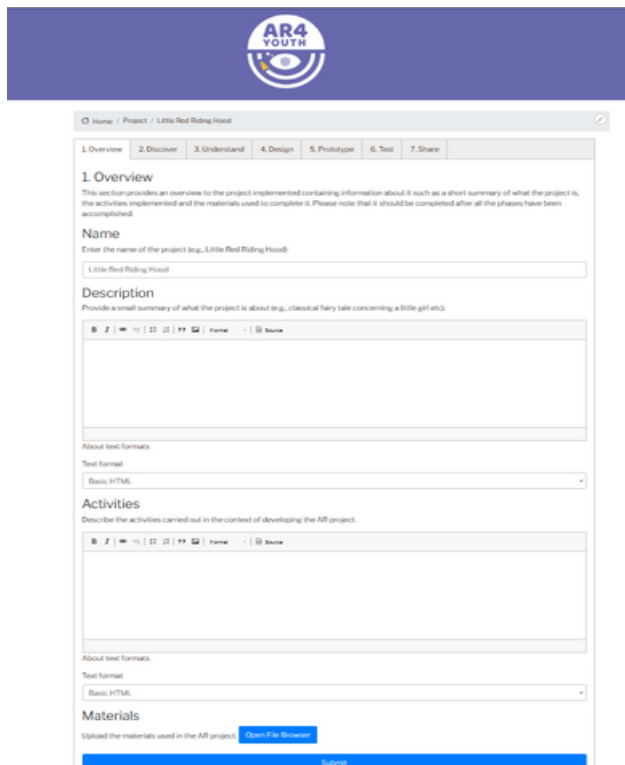
## 2nd Project Meeting

On the 20th of April 2023, the project team met for the second time in Rotterdam, the Netherlands to discuss the progress and upcoming tasks of the project. During the meeting, an extensive discussion on the AR4Youth Facilitator development was held, especially in terms of testing existing AR tools to determine which one is better to use for the pilots. The discussion and testing centred around the user-friendliness and functionalities of the proposed AR Tools.



## AR4Youth Facilitator

The development of the AR4Youth Facilitator has started which aims at guiding users through the different steps involved in the preparation of an AR project. More specifically, the AR4Youth Facilitator utilises the Design Thinking Methodology, and has the form of sequential steps for teaching users on how to properly design an AR project. The steps of the Design Thinking Methodology to be followed are:



- **Discover** [record information and material about the main topic the project is about];
- **Understand** [carry out deeper research in the background of the topic, find problems related to the topic, identify the audience, etc.];
- **Design** [design the solution for the audience, what will be delivered? What is the story? Which are the activities?, fill in predefined templates for: material selection (Pinboard), storyboard, AR sketching scenarios, etc. develop content: text, image, video, audio];
- **Prototype** [prototype the AR product using the AR Tutor environment, record URL of the prototype and any other channel];
- **Test** [obtain feedback from users and optimize the prototype, use questionnaire and interviews];
- **Share** [share the results to a wider audience through the use of QR codes or interactive maps, social media, etc.]

## Fairy Tales & Myths Promotion

The project team has proudly finalised the preparation of all fairy tales and myths in all partner languages, which can be exploited by the general public also in the form of a non-augmented fairy tale. For this reason, the project team promoted the fairy tales and myths prepared. Our project's graphics designer has been interviewed on Avant-Garde CY about her role in the project and the sketching of the 7 classical fairy tales & 3 myths to be used by participants in our Augmented Reality activities



## UPCOMING...



## Youth Consultants in Action

Our Youth Consultants will soon become actively engaged in the project by testing our AR4Youth Facilitator in their native language. The outcome of their testing will be 10 Augmented Reality fairy tales & myths in each end-user partner language, that is Greek, Estonian and Lithuanian.

## YOUTH CONSULTANTS

## Augmented Fairy Tales

The Augmented Reality Fairy Tales and Myths to be prepared in the next months will be showcased in the Cultural Library of the project and the ARTutor tool which has been selected to facilitate the AR augmentations in the pdf files.

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

