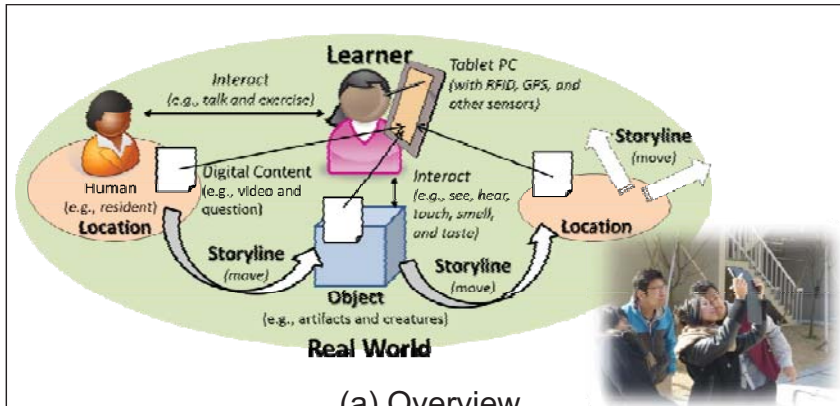




Faculty of Engineering
Tokushima University

Learning Support System Enhanced by Digital Technology

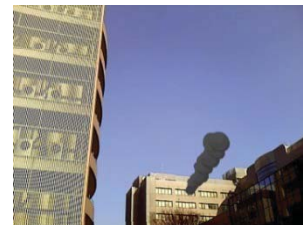
Associate Professor Hiroyuki Mitsuvara



(a) Overview



(b) Main user interface



(c) Example of AR

Fig. 1 DT-based Edutainment system

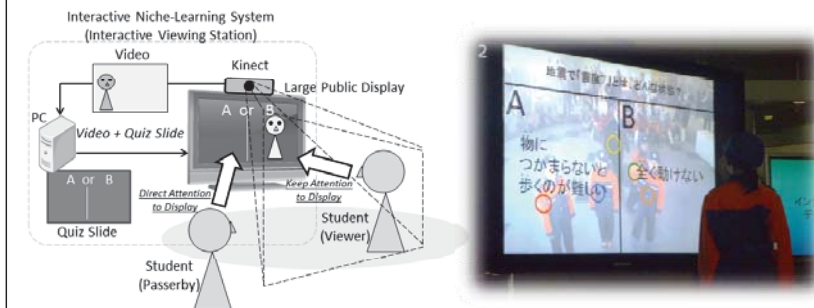


Fig. 2 Interactive digital signage

Content:

Various kinds of digital technology (DT) have been integrated into our daily life. It is no exception in learning and education. My research team focuses on learning support systems enhanced by DT such as wireless communication, intelligent sensor, and tablet computer.

In recent years, my research team has aimed at motivating people to learn disaster prevention by DT-based Edutainment (education + entertainment) systems. Figure 1 shows a mobile Edutainment system where people can learn disaster prevention based on a branched game story in the real world. This system uses AR (Augmented Reality) to increase a sense of reality. Figure 2 show an interactive digital signage system where people are superimposed on a slideshow (large public display) and can answer quiz questions in the slideshow by their simple body movement. The developed systems have been used in practical fields (e.g., elementary school.)

Keywords : educational technology, human-computer interaction, edutainment (game-based learning), augmented reality for learning, digital signage

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