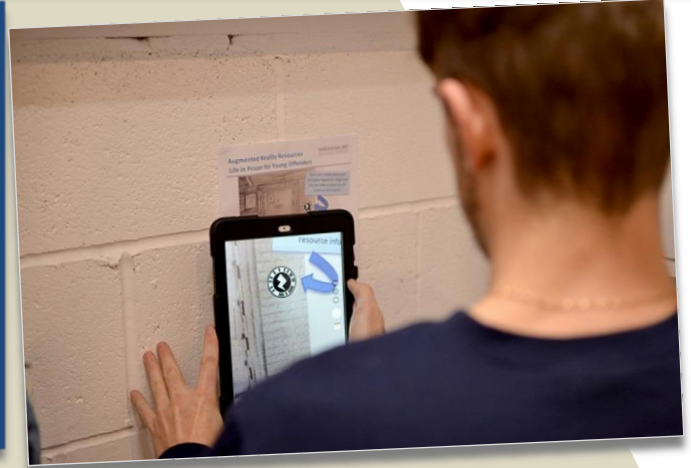




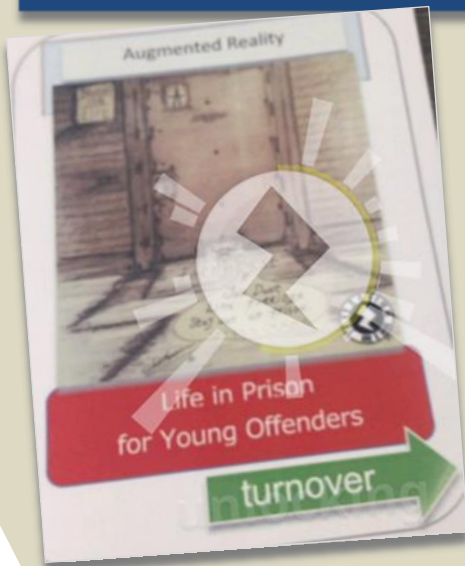
Developing Augmented Reality in Youth Offender Learning

Augmented Reality (AR) can provide learners in youth offender learning with a more interactive way of learning, facilitate research, activities, instruction and information.

AR resources can give information on a range of instructional and skills based topics that will be engaging and interesting.



Project website: scg.ac.uk/erasmus



The project partners are:

- Biblioteca Judeteana Antim Ivireanu Valcea
- Centrul Pentru Promovarea Invatarii Permanente Timisoara Asociatia
- EHC Brussels (European Humanity Center Brussels)
- Her Majesty's Prison & Probation Service

The project aims:

- Evaluate the effectiveness of using Augmented Reality resources for giving access to information, resource and instruction about a range of topics to custodial establishments.
- Investigate security and access requirements needed to ensure that the resources are 'locked' from the outside world and access is monitored and within the security confines required for custodial institutions.
- Extend and enhanced the learner information experience using an engaging tool that enables students to use their own smart devices to access the content
- Develop high quality resources using Augmented Reality as a tool to link to engaging information for learners that can be accessed in a range of situations (AR posters, leaflets, literature disseminated to institutions, etc.)
- Reach a wider audience as a result of production of the AR resources
- Share good practice
- Undertake a review/evaluation of the project with outcomes report
- Raise attainment in youth offender learning trans-nationally