

e-MOTIVE AR Tool

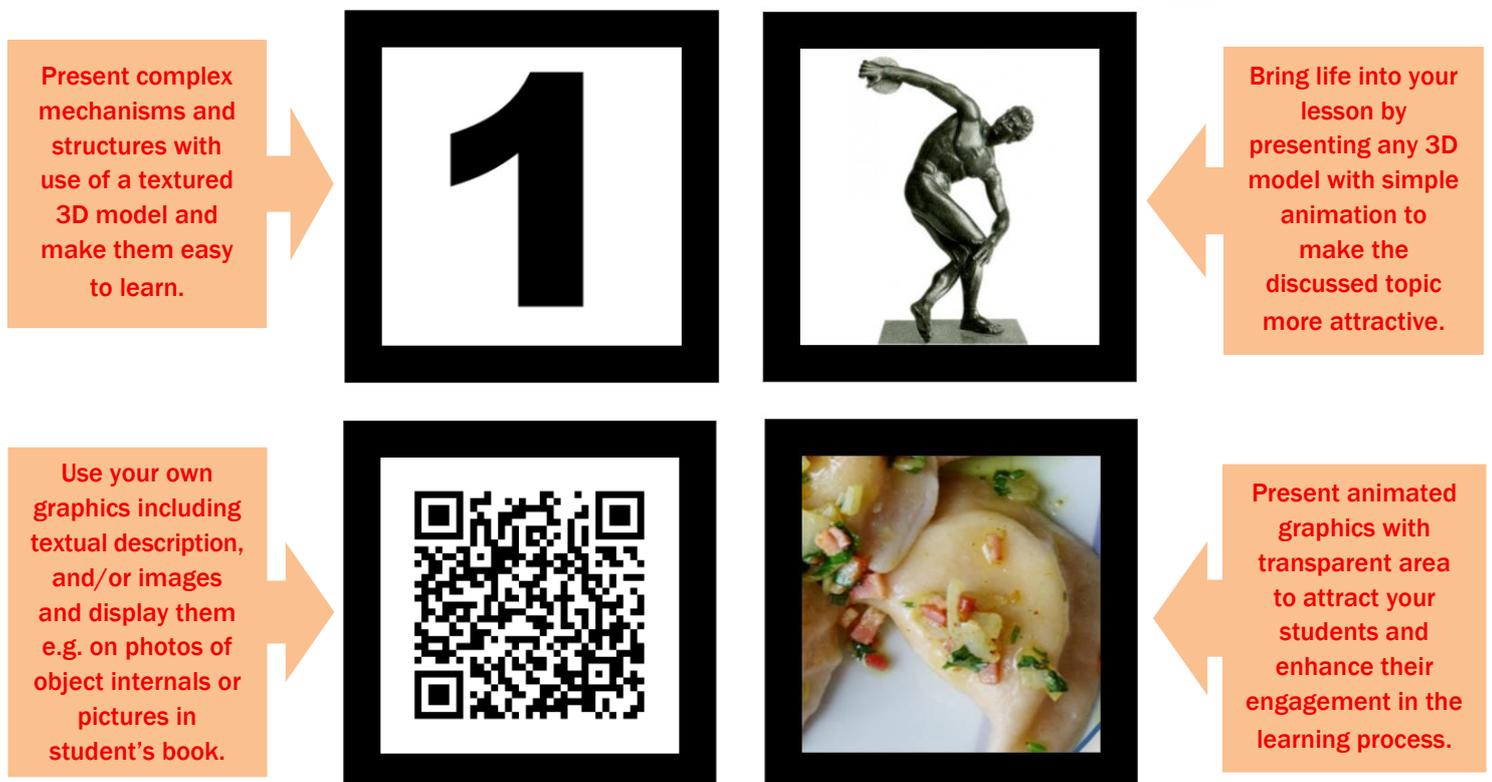
e-MOTIVE AR Tool is a free online software tool which allows in an easy way produce and share augmented reality (AR) based content, e.g. training materials. You gain a great opportunity to bring life into your training, present complex topics directly on-site and this way make them easier to understand and finally catch your students' interest and involvement. E-MOTIVE AR Tool works as a service, which gives you extremely easy sharing functionality. Your students don't need any special software or hardware, just their mobile phone or tablet... and as we know, most of them are equipped with such devices and will be more than happy if they can use them for learning. Materials produced with our AR software can be viewed on any mobile devices equipped with camera. Access to these materials is provided as a link (e.g. <https://e-motive.komag.eu/share/46d565a686cc202ca20deaa1855706a1>) or as a QR code – both are automatically generated in the tool. When you open the link or identify the QR code (with any commonly available QR reader), related AR materials are automatically uploaded to a web browser* in your device and...that's all! Just point the device camera on a marker and see the content assigned to it.

Below you will find the review of all available types of markers and content to be presented you can assign to them.

To display the AR-based content scan one of the presented QR codes...



And when the web browser* is opened, point the camera on the one of markers listed below...



* - currently Firefox (for Android devices) and Safari (for Apple devices) web browsers are supported.

Interested?

Below you will find information how to produce different types of content presented on the opposite side of this flyer. Note that to produce materials to be assigned to markers and presented to students, we can use standard software like e.g. MS PowerPoint and resources freely available on the Internet.

Ready to play with Augmented Reality?

At the beginning, learn **how to work with the system** and **how to produce attractive content** for your AR-based materials. Register for free to our learning platform <https://elearning.komag.eu/course/index.php?categoryid=3> and receive all necessary info to **start using augmented reality in your professional activities** and to acquire knowledge and skills to **use ICT for development of the content** to be shown. On the platform you will find a **number of resources** like e.g. knowledge pills and software sandboxes which will give you **comprehensive competences for providing attractive AR-based teaching**.

Where I can find the e-MOTIVE AR Tool? Do I need to install something?

Not at all! Our e-MOTIVE AR Tool is **available via a web browser**, and can be **accessed from any computer**. It means that you **do not have to install anything**. Just **register to the system** - <https://e-motive.komag.eu/register> and **remember your login and password** – to be able to **log in to your project from any place and any computer or mobile device**.

What if my computer/ICT skills need some improvement to start dealing with multimedia and similar stuff?

As it was mentioned above, **we give you support in this matter**. A number of **knowledge pills** (short, easy to understand instructions and guidelines) and **other training materials** which will **how to use a number of ICT tools to produce training materials and carry out teaching**.

Just register to the e-MOTIVE learning platform <https://elearning.komag.eu/mod/data/view.php?id=294>

Do I need markers for my augmented reality based teaching?

Yes, **markers are the basis of the augmented reality** technology. The software recognizes a marker and displays content which has been 'tied' to it in the project of AR-based material. You as a developer **can produce your own marker** using your own patterns and place/stick it to the real object like e.g. machine, installation, exhibit in the classroom ...anything, which is used in the learning process and needs explanation. Imagine that you can present machine internal parts without disassembling it or show where organs are located in human body, having only a 'full dummy'.

What type of content may be a marker?

As you can see **various kinds of graphical content** are acceptable. You can use a simple icon, drawing, photo or even QR code (which may be a link to your project at the same time). Look at the opposite side of this flyer. Try to play with the camera pointed at the markers shown there and estimate which of presented markers are most suitable for your applications. There is **only one rule** – the **marker pattern** may be **easy to recognize**, preferably with **high contrast** to the background.

What type of multimedia can I present on the marker?

It may be 2D graphics, like: a **photo** (e.g. of a detail located inside the object), **drawing**, **label** etc. The system recognizes transparency, which means that your content does not have to fit to the rectangular area (PNG files with alpha channel are acceptable). If you are the **more advanced user** you can use **3D models** (with a plain colour or textured). All necessary information how to prepare the content and use it in the system are provided here – <https://elearning.komag.eu/mod/scorm/view.php?id=456>

If you need more assistance, please contact us – e-motive@komag.eu



This project has been funded with support from the European Commission. This publication [communication] reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

