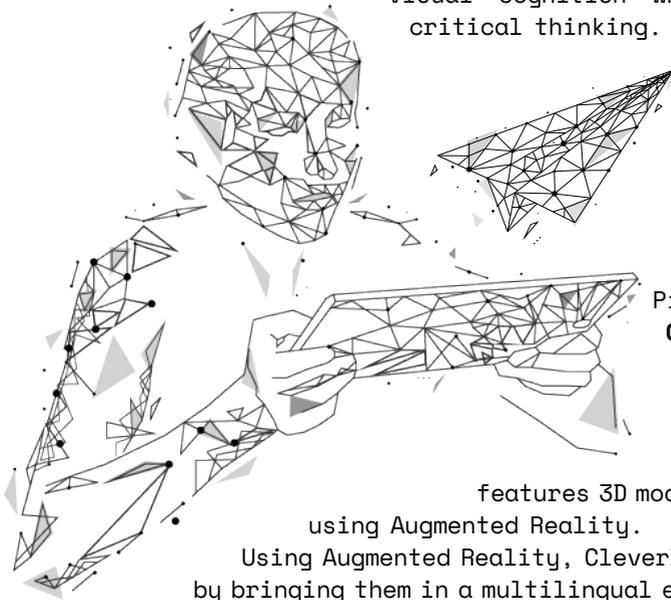


ARETE PILOT 2

Augmented Reality as an Efficient Tool for STEM Information Retention

What is this pilot about?

Pilot 2 focuses on the innovative and exciting way of **learning geometry and geography** through Augmented Reality applications. By understanding and engaging with abstract objects, pupils have the opportunity to develop both their spatial and visual cognition while learning through critical thinking.



**10 EU
countries
170 AR kits**

Pilot 2 is based on the **CleverBooks app**, easily launched on devices through a collection of flash cards. The geometry app program features 3D models of geometric shapes using Augmented Reality.

Using Augmented Reality, CleverBooks supports students by bringing them in a multilingual environment for them to:

- View geometric 2D and 3D shapes from all angles
- Listen to voiceover for all the shapes
- Develop spatial imagination

The Outcome

With Pilot 2, pupils develop both their spatial and visual cognition by learning the foundations of Geometry and Geography through critical thinking by engagement with and understanding of abstract objects.



ARETE PILOT 2

AR in Education

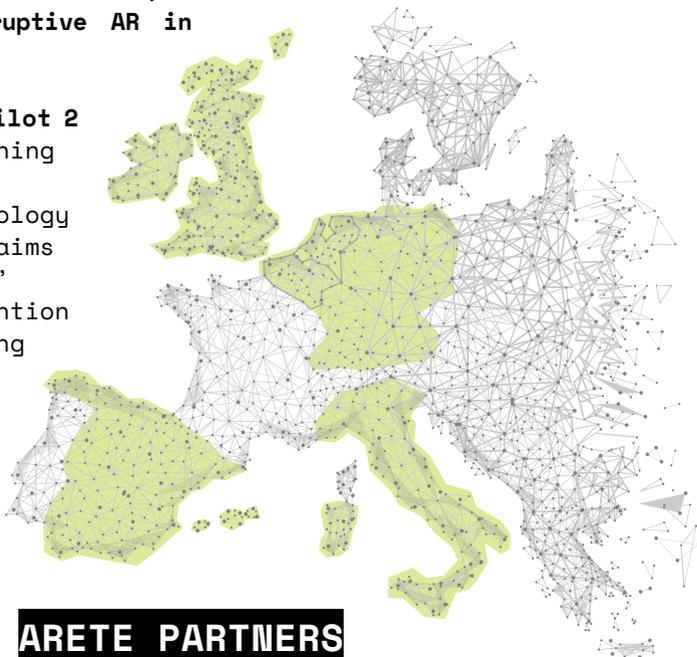
ARETE aims to:

- **develop, integrate and disseminate** interactive technology via AR methods building a pan-European competitive ecosystem.
- **strengthen the research and industrial capacities** in Europe to develop future interactive devices and content for education.
- support the existing effort to seek opportunities offered by **multi-user interactions with AR technologies in education.**

Within the three pilot studies, ARETE evaluates the effectiveness and impact of disruptive AR in education.

The ARETE Project Pilot 2

empowers kids' learning through usage of innovative AR technology tools. **CleverBooks** aims to improve students' test-score and retention rate while developing 21st century skills, focusing on personalized learning through kinetic, audio and visual educational approaches.



ARETE PARTNERS

