Methodological tool with augmented reality for the teaching of the solar system. F Restrepo - Visual designer- frestrepo06@misena.edu.co

Introduction: "The inclusion of technologies and new technologies in the educational context opens up new possibilities for teachers, to innovate in their teaching methods and creates possible conditions for students to overcome learning difficulties and strengthen their skills." ¹

The paper describes the process of creating a technological tool based on augmented reality for the teaching of the solar system, created thinking about the III International Congress of Astrobiology 2016 that was developed in Manizales by the Institute of Astrobiology of Colombia.

The mobile application was created in Manizales tecnnoacademia by research hotbed 3D design, used different 3D animation software and programming (Autodesk 3ds max, Blender 3D and Unity). This app was designed with educational methods in mind, has a complete solar system and a little information about each of the planets. Each design was created by technoacademy learners, 3D modeling, texturing, animation and Programming were made by the members of the 3D design seedlings. The project is still running, the idea is to be able to mount the mobile application to different platforms on the web as the play store so that different people can access it at no cost.

References:


