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Meltem Yurt

Storytelling with Augmented Reality

A Learning Tool for Children

Nomos
Edition Reinhard Fischer

Now Media

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Abstract

This Bachelor's thesis deals with the use of Augmented Reality Storytelling for educational purposes. It investigates which value the technology combined with Storytelling as a learning tool adds to transferring knowledge to children aged 6 to 11. The theoretical framework is built upon the topic storytelling and its necessity for children as a tool for gaining knowledge, followed by technical basics of the technology Augmented Reality. Theoretical learning approaches and practical examples as well as studies about previous learning effects combine the foundation for the empirical examination in the paper. In order to answer the research question, a model built upon categories for AR storytelling developed on the basis of the current state of research will be implemented on three case studies of existing practice and examined afterwards. The results of the examination will be evaluated and put into practice-related context through guided expert interviews, which provides a summary of the question and a limitation of the engagement in AR Storytelling as a learning tool for children.

Keywords: Storytelling, Augmented Reality, Virtuality, Education, Added Value, Gamification, Discovery Learning, Content, Interaction, Immersion, Children, School

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Table of Abbreviations

AR	Augmented Reality
VR	Virtual Reality
MR	Mixed Reality
ARS	Augmented Reality System
HMD	Head-Mounted-Display
MAR	Mobile Augmented Reality
Bio.	Billion
app	Abbreviation for application
cf.	Confer, latin for “compare to“
Fig.	Figure
e.g.	For example
para.	Paragraph
et al.	Et alia, latin for “and others“
i.e.	Id est, latin for “namely“
ibid.	Ibidem, latin for “cited just before“
sq.	Following page
sqq.	Following pages
n.d.	No date
c.a.	Circa