Mini Design Challenge
Flipped research, innovation and development

AR STUDIO

Time Needed
10 minutes

Step 1
Discovery

Identify potential: 5mins

The aim of this process is to quickly identify and describe an existing activity that has the potential to be enhanced with Augmented Reality. Work through the following questions to guide your discovery.

TOP TIP: Sometimes it helps to choose a single person in your group, to act as the client.

What are three common questions asked by your students?

1 _____
2 _____
3 _____

What are three important things you want your students to understand, achieve or be able to do?

1 _____
2 _____
3 _____

Are there an objects or real world locations associated with your answers above? list below

_____
_____
_____
_____

Step 2
Interpretation

Interpret needs: 5mins

Now search for meaning in what you just learned
We think there are 8 common themes, that describe how we use Augmented Reality (there might be more!)

For at least one of your answers opposite, circle the words below that that you most strongly associate with it.

Consider how the AR themes might be used in your scenario.

Analyze	Evaluate	Reveal
Annotate	Explain	Review
Apply	Extend	Organise
Collabor	Hijack	Promote
Combineate	Identify	Play
Compare	Illustrate	Question
Confront	Imagine	Recommend
Create	Inform	Remember
Critique	Invent	Search
Differentiate	Judge	Share
Educate	Juxtapose	Solve
Engage	Locate	Summarize
Entertain	Match	Understand

Other....

_____
_____

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Step 3
Prototype

One BIG idea: 10 minutes

For this mini design chalenge we will focus on just one idea. Choose one that has great potential and scale it up.

You will have 1 min to share your idea with the rest of the group. This is competitive and there are prizes:)