



6º Encuentro de Centros Innovadores - Alicante

March 22nd, 2023

Apps

We are going to delve into the following apps. Before using them in the class workflow, please be sure that every student has them installed and ready to use on his/her smartphone:

- **YouTube:** it should be installed by default on any Android smartphone. If it isn't, you'll find it here: <https://play.google.com/store/apps/details?id=com.google.android.youtube&hl=en&gl=US>
- **Google Arts & Culture:** <https://play.google.com/store/apps/details?id=com.google.android.apps.cultural&hl=en&gl=US>
- **Rembrandt Reality:** <https://play.google.com/store/apps/details?id=nl.nn.mauritshuis&hl=en&gl=US>
- **Human anatomy:** <https://play.google.com/store/apps/details?id=com.visual3dscience.humananatomy&hl=en&gl=US>
- **Arloon Solar System:** <https://play.google.com/store/apps/details?id=com.Arloon.SolarSystem&hl=en&gl=US>
- **Veer:** <https://play.google.com/store/apps/details?id=com.velotech.veer&hl=en&gl=US>
- **Sites in VR:** <https://play.google.com/store/apps/details?id=air.com.ercangigi.sitesin3d&hl=en&gl=US>
- **Curiscope Multiverse:** <https://play.google.com/store/apps/details?id=ftl.ftl.multiverse.ar.posters.googleplay>

Apps are quite demanding when it comes to battery usage, so it is highly advisable to have mobile phones' chargers at hand and/or to get hold of portable power banks.

As it is unlikely that your school can count on one pair of VR glasses per student, we strongly recommend to connect the teacher's mobile phone or tablet to a projector or IWB via Google Chromecast or similar.

Programme

This is a tentative AR/VR programme throughout a whole school week, including educational activities linked to the AR/VR experience.

Day / Time	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Session 1	<p><i>Having a look around</i> YOUTUBE (VR)</p> <p>Presentation about my country.</p> <p>Find a VR YouTube video about festivities in your country/city and share it.</p>	<p><i>Art</i> ARTS&CULTURE (VR, AR)</p> <p>What's your favourite colour I</p>	<p><i>Human body</i> VIRTUALI-TEE (AR)</p>	<p><i>From the Earth core to the Black Holes</i> Sites in VR (VR360)</p> <p>Veer (VR360)</p>	<p>Evaluation session with Kahoot.</p>
Session 2	<p>ARTS&CULTURE (VR, AR)</p> <p>Games in the Arts & Culture: What came first?, 3D Pottery, Art colouring book, Where is Hopper?,</p>	<p>ARTS&CULTURE (VR, AR)</p> <p>Art Selfie, Art Transfer, Art Filter, Art Projector, Colour Palette.</p>	<p>Human Anatomy (VR)</p>	<p>Curiscope Multiverse</p> <p>Arloon Solar System (VR, AR)</p>	<p>Evaluation session with Plickers.</p>

Key: VR = Virtual Reality; AR = Augmented Reality; VR360 = Virtual Reality with VR glasses.

More info:

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