

AR and VR Boost Students' Learning Motivation

Augmented reality (AR) and virtual reality (VR) have emerged in the education industry with their abilities to engage and motivate students to learn in the interesting and exciting virtual world.

Yan Chai Hospital Law Chan Chor Si College (YCHLCCSC) has introduced VR in the school since the technology was first launched in Hong Kong. Ms Chan Hiu-mui, Head of Computer Panel and Head of E-Learning Committee of YCHLCCSC, said at the beginning VR was used in ICT classes of senior forms and solely regarded as an output device.

With the rapid development these few years, the gear has become more convenient and easy to use, while more and more VR contents and educational resources are available in the market, encouraging the school to extend the use of VR to other subjects such as Geography and History, Ms Chan said.

Ms To Pui-yee, Head of History Panel and Head of School Development and Promotion Committee of YCHLCCSC, said VR helped enhance students' learning experience.

'It widens students' horizon by allowing them to visit somewhere they are not able to reach easily, such as an erupting volcano or overseas historical sites,' said Ms To.

The VR contents the school are using are mainly from Google Expeditions, which is a learning application for smartphones. By using the application, all users are connected and are able to share videos or images at the same time in one place. Students are required to wear the gear to enter the virtual world, while teachers hold their smartphones to lead the journey.

The teacher's interface is different from the student version as more functions are available for teachers to control the



VR enhances students' learning experience and widens their horizon by allowing them to visit places that are miles away.



videos or images, and to carry out elaboration, etc.

Apart from VR, Ms To said AR had also been adopted in History lessons.

'For example, in a one-hour lesson, I would spend 15 minutes for some class activities and one of them would be using AR to explore more knowledge in a specific learning area,' said Ms To.

Ms To continued that in the past when students were learning about ancient Greece, they were only able to take a look at the antiques in photos. Yet with AR, the antiques came to life vividly, popping up and appearing on their desks.

Regarding the effectiveness of using AR and VR to enhance learning and teaching, Ms To said the result was satisfactory.

'Students enjoy using technology very much,' said Ms To. 'That is why they are willing to explore further on their own. They are more engaged in class and are motivated to learn by themselves.'

Ms Chan said now they hoped to use the technology more widely by coming up with more school-based AR or VR contents.



Yan Chai Hospital Law Chan Chor Si College adopts AR and VR in lessons.

'Apart from having our well-trained teachers create contents, we also look forward to equipping our senior form students with the skills in ICT classes,' said Ms Chan. 'This will be beneficial to the senior form students as they will have the chance to master the skills. The lower form students also get benefits as they will have more contents to experience.'

YCHLCCSC fully supports teachers adopting technology in daily teaching. Three IT technicians are there to assist teachers with any technical matters. Besides, teachers are encouraged to take part in different school-based trainings, peer-to-peer sharing sessions and workshops organised by third parties to learn new technological knowledge and skills, according to Dr Yeung Pui-shan, Principal of YCHLCCSC.

Dr Yeung said the school would continue to use technology in the classroom, adding that technology had become part of our daily lives and the young generation must get familiar with it in order to survive in the future.

'A lack of resources would definitely affect the progress of improving education through technology. Yet as long as you are determined to proceed, you would be able to achieve some encouraging results,' said Dr Yeung.



With AR, the antiques come to life vividly, popping up and appearing on students' desks.

Bounce Inc Hong Kong Limited

Booth F05



BOUNCE ED

BOUNCE is a trampoline sports facility that harnesses the 'rebound and proprioception benefits' of trampoline use. BOUNCE ED is jointly developed by BOUNCE and ACHPER (Australian Council for Health, Physical Education and Recreation) has become part of the Australian Curriculum HPE.

BroadLearning Solutions Limited

Booth G21



PowerLesson2

PowerLesson2 allows teachers to deliver mobile interactive lessons with ease. It is a high performing platform which provides a wide array of teaching tools and gathers instantaneous students' learning data to empower teaching and learning. It also accommodates Pre- and Post-lesson learning, supporting teachers and students to flip their classroom.



Canvas

Booth H05



Canvas LMS

As the most usable, customisable, adaptable, and reliable learning platform (think 99.9% uptime), Canvas is adopted faster and deeper (or, is used in more ways by more users) than any other LMS. See how Canvas makes teaching and learning easier for everyone at www.CanvasLMS.com.au.

Capstone (Hong Kong) Limited

Booth B21



tumble!

In the wooden stacking-and-building game 'tumble!', players take turns rolling a twelve-sided die which tells them whether they must place a brick or an obstacle. If you make any bricks fall, you have to take them. At the end, the person with the fewest bricks wins.

Chance For Kids

Booth D09



3DXWord

Their unique and patented two or fully three-dimensional crossword game is supplied in large upper case font with instructions in various languages. With simple rules and scoring, 3DXWord is designed specifically for young players who are growing up and do not know enough vocabulary. 212 pieces. Ages 5 +

Classroom Publications Ltd.

Booth B34 & C33



CLASSROOM eLearning and Technology Services

CLASSROOM eLearning and Technology Services harnesses world-class innovative technologies to enrich the learning and teaching quality for K-12 education. They provide successful and effective STEAM, digital making, maker tools, resources, courses, and programmes for student, parents and teachers. Real Learning, Real results, World Ready!

Ed Tech to Enhance Learning Experience

Apart from AR and VR, YCHLCCSC has also adopted different eLearning resources and tools to enhance students' learning experience.

Learning without Boundaries

For years, YCHLCCSC has used EduVenture, a digital educational platform launched by the Centre for Learning Sciences and Technologies of the Chinese University of Hong Kong, to conduct learning and teaching activities outside classroom.

EduVenture allows teachers to create personalised educational resources for outdoor learning activities. Students can download the resources to their tablets and take part in different exploration activities and challenges designed by the teachers through the application.

Creating a Game for Learning in All Environments

With support from the eResources Adoption Programme (eREAP) launched by Hong Kong Education City, YCHLCCSC has begun to use another new digital educational platform from Finland called Seppo to facilitate game-based learning.

'In terms of function, Seppo is similar to EduVenture,' said Ms Chan. 'It is convenient to use since it does not require GPS signal to operate and it works perfectly even indoors. Besides, Seppo is entirely browser-based, so we can use it on any operating systems, and this gives us more flexibility.'

Ms Chan continued that Seppo had been used in Mathematics and ICT lessons.



Chan Hiu-mui, Head of Computer Panel (first left), To Pui-ye, Head of History Panel (second left), Yeung Pui-shan, Principal (middle), YCHLCCSC



With Seppo, students are motivated and engaged when they play games, work together and move around to learn.

'Teachers will first use an area on the school premises as a game board and create different game tasks in different locations,' said Ms Chan. 'Then students will be required to move around, reach the locations and accomplish the tasks with their mobile devices. The tasks include taking pictures, recording videos and answering multiple-choice questions, etc.'

During the game, teachers could monitor students' performances, assess their answers and give feedback, Ms Chan added.

'Students are motivated and engaged when they play games, work together and move around to learn,' said Ms Chan. 'Apart from knowledge, students are also able to acquire different 21st Century skills such as problem solving, creativity, collaboration and teamwork, when they learn through Seppo.'

Discover Innovative Ed Tech at LTE 2017

LTE 2017 will gather advanced and innovative Ed Tech from around the world. This year, LTE has more than 270 exhibition booths featuring global educational suppliers. A number of international pavilions are established for trade delegations from different countries, including Australia, Finland, Korea, the UK and the US, to showcase their best solutions for enhancing learning and teaching effectiveness.

For the latest exhibitor list and visitor registration, please visit the expo website: www.LTEexpo.com.hk

ClickPlay (Hong Kong) Limited

Booth G23



Sensavis Visual Learning Tool



The Sensavis Visual Learning Tool provides interactive visualisations to help explain the abstract and complex in STEM subjects. It contains no audio and minimal text, giving the users full control of the content, language, and pace of learning. It can be used with multiple curricula and at different grades.

New Exhibitor

COLEMOI

Booth B23



SPLASH BASIC (L'atelier)



SPLASH BASIC (L'atelier) won a 2016 Academics' Choice Brain Toy award (USA) and Practical Pre-school Bronze Award (U.K.). Competition or cooperation games with 4 different subjects, imbibing water, dripping easily and unsinkable are possible with laminated playing cards or the free on-line patterns builder (more than 3,000 different patterns).

CoolThink@JC

Booth E36



CoolThink@JC

CoolThink@JC is an educational initiative that strives to inspire students to apply digital creativity in their daily lives and prepare them to tackle future challenges in any fields. It is believed that computational thinking can empower students to move beyond mere technology consumption and into problem-solving, creation and innovation.

Cosmo Pro-AV Co., Ltd

Booth H07



Cosmo Pro-AV Co. Ltd. - has provided professional Audio-Visual products to Hong Kong and Macau educational market since 1987. The products include projectors, projection screen and lift, visualiser, wireless PA system, 3D Mapping technology, LED wall, Interactive Whiteboard, LCD Video Wall and Screen Paint, etc. The brands that they are representing include Digital Projection, Vivitek, Hyundai, Draper, AV Stumpfl, RGB Spectrum, Goo, SKB, SMS and Abtus. Cosmo owns two registered brands in HK: COSMOVISION and OPTIZ. The products are produced in their factory and they include wireless PA units, visualiser and LED Screen which target local and overseas market.

Creative Spot Learning Materials Limited

Booth E30



Creative Spot



Child learning is an active process of exploring the use of the senses, to absorb knowledge in person. Therefore, they have created the Point Materials to assist teachers of limited endeavor with a rich and relevant teaching equipment, to enable an insipid classroom to become interactive, so that children are more voluntary and more easily to achieve the learning objectives.

CYPHER MARTIN SYSTEMS LTD.

Booth F24



Cisco Networks and Collaboration



Cypher Martin Systems Ltd. provides professional network infrastructure solutions, including wireless network, network security, integrated communication/collaboration and STEM/IoT integration with over 20 years of experience.

Datavideo HK Limited

Booth H01



HS-1200 6-input switcher



Schools are looking for ways to broadcast/stream their sporting events. Datavideo's portable HS-1200 is a 6-input switcher that allows fast setup with broadcast results. Add instant replay by connecting multiple HDR-10 units to your switcher. Also, if you add the RMC-400 controller, you will have instant replay with slow motion and up to 4 different camera angles.

DBP Solutions Limited

Booth H06



DBP Sophie School Management System tracks fixed asset details, manages asset borrowing, equipment / room bookings and campus maintenance. The latest version further enhances automation with auto tracking of asset / personal position, and recording attendance via BLE. Other new features include learning progression management, inventory app and smart security patrol.

Dehao (Yucai H.K) Company Limited

Booth C09



Kid's Chair



Their product is made by imported PP material and the appearance looks simple and elegant. The seating cushion and elastic backrest of the chair promote healthy development of children's spinal cord. Nine types of height adjustment are available to meet users' different body heights.