Workshop Communication via VR

Description: By using an escape room game, students try to escape by communicating and collaborating well.

Workshop material: Virtual Reality glasses, Steam account with the game: Curious Cases. Because we only had 2 VR sets, we used 2 Laptops (with a good graphic card), 2 Meta Quest 2's with the link cable to make sure that 4 people can join at the same time.

Students meet each other in a virtual escape room (the name of the game is Curious Cases) and try to escape by communicating with each other. Communication is the key word here. Because we had 8/9 students per workshop, students were divided in pairs. The ones who did not have the VR glasses, watched the monitors and try to help their partners by writing things down.

Workshop / Tour of the building

Description: a tour of the school by using Augmented Reality

Workshop material: Fectar app, smartphone, green screen

To make the tour of the building interactive and interesting, we decided to make a tour by using Augmented Reality scavenger hunt.

Beforehand: students made videos (in front of a green screen) consisting of information about the departments that they are in. We also thought about a puzzle (scavenger hunt) to guide the players around the school building by doing tasks, like solving a rebus or writing down the first letters of the artists that they see, etc. After we were done, we added everything on Fectar and produced QR codes to be scanned in the school building.

During the tour: people to took the guided tour, started with the first QR code and followed all the instructions given. At the end, when they finished the tour, they were able to open a locker by using the clues they got during their tour, and came across a festive congratulation for managing to finish the tour well.