Using Mobile Scavenger Hunts, AR Resources and VR to Promote Retention

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#digifest20
Session Overview

In this session we will look at:

Mobile Scavenger Hunts (Actionbound)

Augmented Reality AR (Teacher in their pocket)

Virtual reality as a way to bring the classroom, to the Students o away from the campus. (Oculus Go)
Introduction to the rationale behind Mobile Scavenger hunts

“Prevent and Run, Hide, and Tell, sessions are boring!” – said Everybody
The birth of The Cornwall College Prevent Focus Group.

We need to find something that could make these sessions:

- Fun
- Interactive
- Hands-on
- Challenging
- A Team-working experience
Let’s make a Scavenger Hunt!

I have had some dealing with Actionbound for a staff training event and thought that this might work.
Students Artwork we used for the project
How it was made: A 5 minute Introduction to the Website and App
Introduction to the rationale behind our Digital Projects

“It not just a way to save money, I promise, it a valuable set of skills for you all to learn”
To Upskill? or not to Upskill?

Students who have passed their English and Maths at GCSE had spare GLH so we had to work out a productive way to fill this time.
Digital Projects were Born!

We hoped the projects would help students to:

- Re-enforce common skills learnt in their workshop sessions.
- Learn to evaluate others work
- Project plan more effectively.
- Improve their Communication Skills.
- Produce Publicity material
How it was made: In 5 minutes.
Introduction to the rationale behind our VR/360 Project.

Our Ofsted 2019 report: “Foundation Studies students are not given an orientation before arriving at College!”
We are using 360 Imaging & using Oculus GO to orientate students, and do an Induction recap which can help with retention of Students with health issues.
Using VR Direct a 5 min demo.
It’s Testing Time:

Please, now in your groups move around the carousel activities that are situated around the room.
Thank you

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