

AR and 3d-models using Fectar – v1:

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PR3 - EDUCATIONAL LEARNING PATHS

Technology tools:	Fectar studio , Fectar app
Tool version:	4.0
Optional technologies:	Insta360 & software, SketchFab , Scaniverse/Polyscan app on smartphone Meta Quest 2/ Pico Neo 4/ Microsoft HoloLens
Date:	12-5-23
College:	ROC MBO
Author (optional):	
Topics of the lesson(s):	Augmented reality, 3D-models



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Lesson title/subject: [Augmented reality, 3D-models](#)

Requirements: What do you need? (Think hardware, skills, knowledge.)

1. Fectar Studio in a browser (Easiest on large screen)
2. Mobile phone
3. Fectar app on the phone
4. Knowledge how to use Fectar, see the [YouTube playlist](#) or tutorial on mafea.eu
5. Some practice with demoing the smart phone app

Intention: What do you wish for or hope to happen? (Intentions are often not measurable or tangible, but help you in developing the design process.)

1. That our students are familiar with Augmented Reality
2. That our students take an active role in the lesson's activity
3. That our students learn to use and manipulate 3D models for AR
4. That the students respond to the lesson's activity with curiosity

Desired Outcomes: One or more measurable and tangible goals the teacher aims for with this lesson/these lessons.

1. That the students are engaged enough that they want to take part in another activity
2. That the students know how to use 3D models and how they are used
3. That the students know how to work with AR and related software

Agenda: HOW are you going to reach the goals? Description of the lesson plan / educational activities / working methods.

1. Students come to the classroom. The teachers ask the students if they have worked with augmented reality before.
2. The teachers ask if anyone knows anything about using 3D models.
3. The teachers explain that the students are going to take part in an AR workshop. And learn to use 3D models inside of an AR workspace.
4. The students are asked to make a fectar account and log in. Once the whole group has logged in it's possible to advance to the next step/Students log into the existing Fectar account.
5. The students are asked to all create a new private space to work in.
6. The teacher explains that the 3D fectar space they will be creating needs to be in a theme (Childhood room, Product demonstration, Future house, Metaverse room)
7. The teacher explains how the students can get 3D models (besides the example content) for fectar using SketchFab. See 'using 3D models' document
8. The teacher instructs the students start making their space.
9. Once the set time is over, the teacher has all the students demonstrate their space.



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Roles: Who facilitates what? Who participates? What do we expect of the students?

1. Teacher A -> instructs, leads the lesson
2. (Teacher B -> instructs, leads the lesson)
3. Students -> take part in the class activity, behave carefully with the equipment

Rules: Rules or principles are about how you want to learn and work together.

1. Have an open atmosphere -> everybody can share his/her experience with the class.
2. Have respect for everybody that is taking part in the activity. Be quiet and let everyone experience the process.
3. Be careful with the tools.

Time: Describe the time path: What time do we start / finish / break? When is the time for reflection? What happens between contact times?

1. (3min) Students come to the classroom. The teachers ask the students if they have worked with augmented reality before.
2. (3min) The teachers ask if anyone knows anything about using 3D models.
3. (3min) The teachers explain that the students are going to take part in a AR workshop. And learn to use 3D models inside of a AR workspace.
4. (10min) The students are asked to make a fectar account and log in. Once the whole group has logged in it's possible to advance to the next step.
5. (3min) The students are asked to all create a new private space to work in.
6. (3min) The teacher explains that the 3D fectar space they will be creating needs to be in a theme (Childhood room, Product demonstration, Future house, Metaverse room)
7. (15min) The teacher explains how the students can get 3D models (besides the example content) for fectar using SketchFab. [See 3D model document on mafea.eu](#)
8. (30min) The teacher instructs the students start making their space.
9. (25min) Once the set time is over, the teacher has all the students demonstrate their space.
➔ Approximately +- 100 min.