MaFEA
Overview of tool Fectar

MaFEA – Making Future Education Accessible

PR2 – Guiding successful adoption

Funded by the European Union

Why was Fectar used?

Fectar is used because it's able to create immersive and interactive Augmented and Virtual Reality scenes without any programming. The user can use a library with free 3D content and basic templates. They can build a lesson, a store, a scavenger hunt, just anything you can think of. AR and VR are just one click away. After studying different VR and XR tools Fectar seems to be the most convenient applications for teachers to use.

The platform is iterative, with many of its new features informed by the feedback they get from their 500K+ monthly active users (we've had over five million downloads so far). It's developed for the people creating AR experiences – you and your team – the organizations they're powering, and the ROI they're aiming for.

What tools are used with Fectar?

With Fectar you can use a software combination of:

- FectarStudio for making spaces;
- Fectar application on selected device for entering Fectar spaces;

Optional software:

- Insta360 Studio app for 360° video and image editing;
- Scaniverse or Polycam application for 3D-model generation;
- SketchFab for 3D-models;

Compulsory hardware:

- Laptop with browser (i.e., Google Chrome/Firefox or similar)
- Device where to view (AR/VR) spaces on (i.e., smartphone with fectar app)

Optional hardware:

- Insta360 for shooting 360° video and images
- Smartphone for 3D-scanning
- Meta Quest 2 / Pico Neo 4
- Microsoft Hololens 2

Tutorial links

- YouTube tutorial: How to start using Fectar.
- Fectar Website: How to make a (VR/AR space)
- Fectar Website: Forum for in depth questions

Lesson plan links