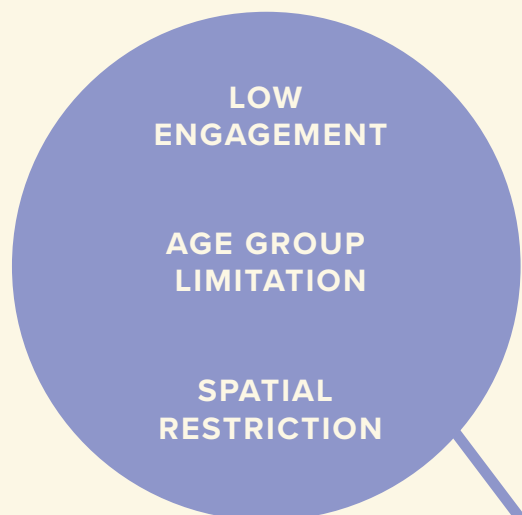


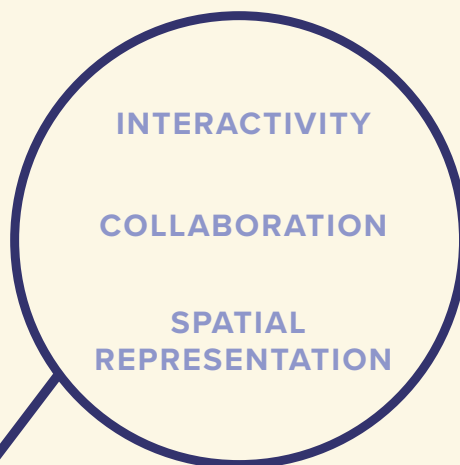
PROBLEM

The exhibitions in PacSci carry an abundance of scientific information. However, the exhibits aren't taken the most advantage of.



RESEARCH

Through research articles, we decided to create a solution by leveraging these affordances of AR. Most importantly, we will be focusing on the **educational outcome**.



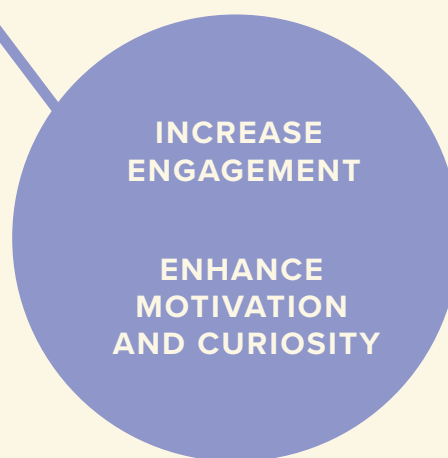
AR X EDUCATION MOONSHOT

A WHOLE NEW MUSEUM EXPERIENCE



APPROACH

We decided to create an AR and card based collaborative game, where players need to provide each other information to solve their own puzzles.



IMPACTS

In the future, we would love to conduct more user testings and compare the effectiveness of using AR technology for educational purpose.