### **PROBLEM**

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

LOW ENGAGEMENT

AGE GROUP LIMITATION

SPATIAL RESTRICTION

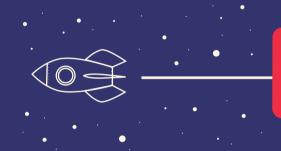
#### RESEARCH

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**.

INTERACTIVITY

COLLABORATION

SPATIAL REPRESENTATION



AR X EDUCATION

# **MOONSHOT**

A WHOLE NEW MUSEUM EXPERIENCE



SPACIAL INTERACTION

REQUIRES ACTIVE COLLABORATION

#### INCREASE ENGAGEMENT

ENHANCE MOTIVATION AND CURIOSITY

#### **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.





