## Zero AD

Augmented Reality Action Adventure Game

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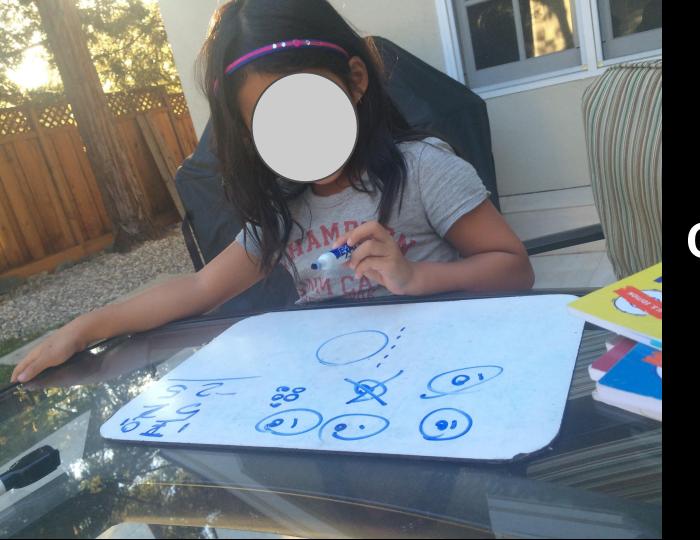
#### **Overview**

- Problem & Solution
- Contextual Inquiry & Interview
- Task Analysis Results
- 3 Representative Tasks
- 3 Application Ideas
- Early Design Sketches

## **Problem & Solution**



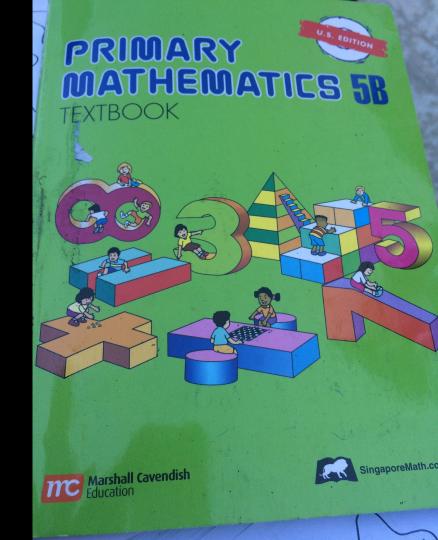




# **Contextual Inquiry**

#### **Observations**

- School is not a challenge, homework is
- Like drawing
- Like doing things together



#### What we learned about children

- Rewards
- Gender Differences
- Social Dimension

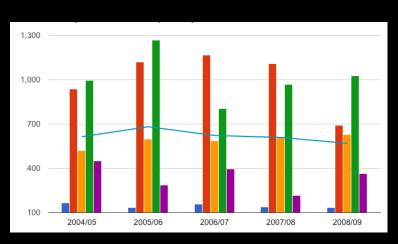




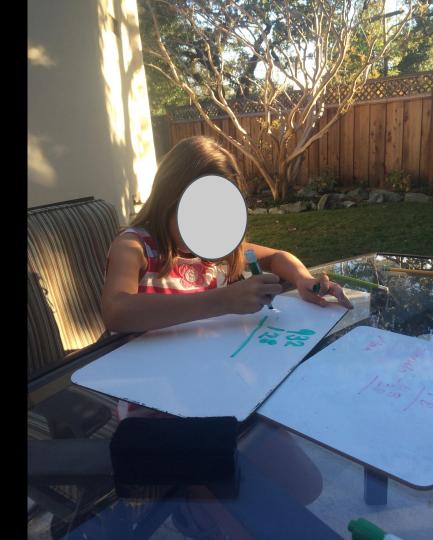


#### What we learned about parents

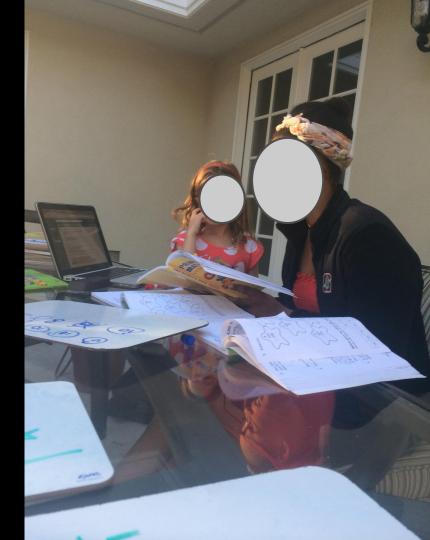
- Value: Effort > Talent
- Don't want to be *too* involved in the process
- Want progress reports
- Adaptive Learning
- \$\$\$



## Task Analysis Results



## Task Analysis Results



PRACTICE IA

Round off each of the following to 2 decimal places. (b) 7.508 (c) 40.082 (e) 0.725 (f) 3.123 (d) 81.143 (g) 59.005 Round off each of the following to 2 decimal places. (h) 18.607 (a) 6.265 km (b) 4.083 kg (c) 0.189 ℓ express each fraction as a decimal correct to 2 decimal places. (d) 20.245 ℓ

(a)

Find the value of each of the following:

Find the equivalent measures.

(a) 9 m 60 cm = m (c) 4 ℓ 705 ml = ■ ℓ

(d) 2 lb 5 oz = oz (f) 3 ft 7 in. = in. (e) 25 km 6 m = km

Juliana is 1.64 m tall. Her sister is 6 cm shorter. Find her sister's height in meters.

Rachel had 3.54 kg of flour. She used 250 g to make cookies and 1.25 kg to bake cakes. How many kilograms of flour did she have left? a cakes y cookie O. Mo.

(b) 6 gal 3 qt = qt

#### Task Analysis Results



#### Representative tasks (i)

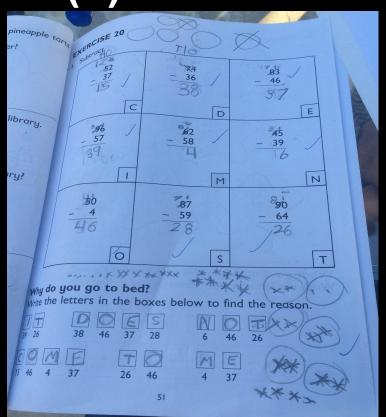
Children

 learn Math
 concepts in
 school



Representative tasks (ii)

- Children do homework



#### Representative tasks (iii)

Consume some math games



### 3 Application Ideas (i)

- History + Math



# 3 Application Ideas (ii)

- Math Portal

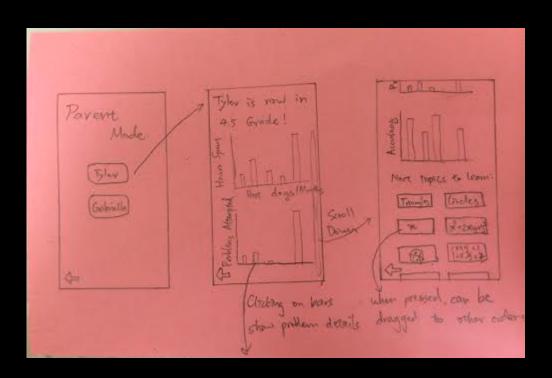


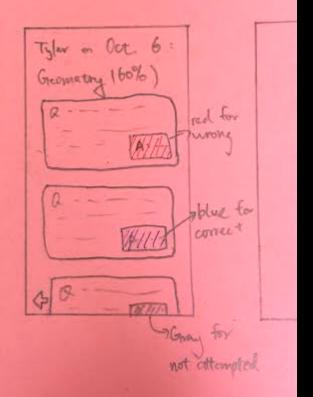
# 3 application ideas (iii)

- Augmented Reality

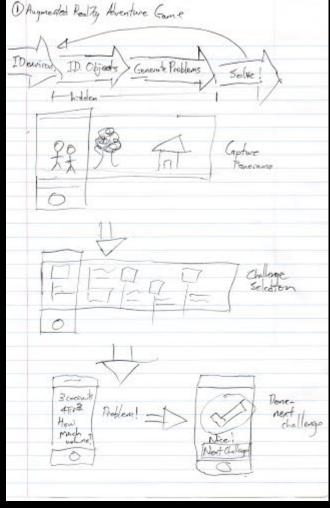


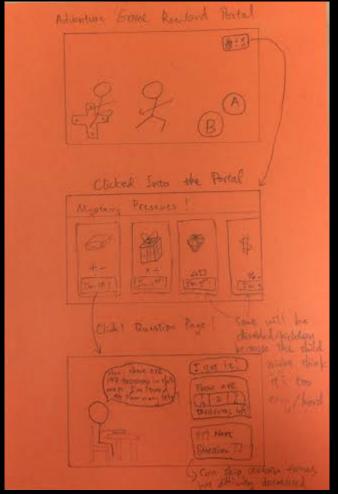
### Early design sketches



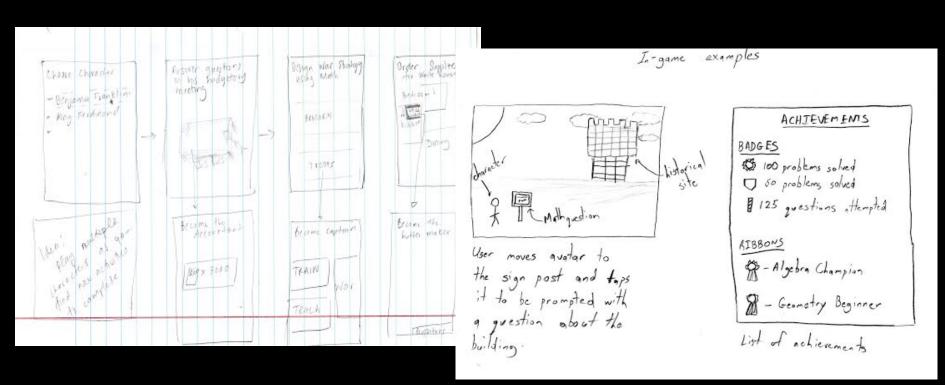


Early design sketches





## Early design sketches



#### **Summary**

- Opportunity to engage kids
- Math can be fun and engaging
  - Spontaneous
  - Dynamic
- Solution:

**Augmented Reality Adventure Game** 

#### **Works Cited**

- Jason Pratt Boy and Girl https://www.flickr.com/photos/jasonpratt/2347428960
- William Warby Coins https://www.flickr.com/photos/wwarby/4860328951
- Brittany Randolph Time Check <a href="https://www.flickr.com/photos/celinesphotographer/440842293">https://www.flickr.com/photos/celinesphotographer/440842293</a>
- Tim Patterson Kids -