

# APPLICATION OF THE UBIQUITOUS GAME WITH AUGMENTED REALITY IN PRIMARY EDUCATION

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## INTRODUCTION



**Game-based Learning,**  
environment that stimulates  
motivation and commitment  
in student, which impelled  
this verification through  
educational research



**Augmented reality**  
the use of games and AR can  
only be justified if their  
application is didactic, and if  
it promotes creativity,  
collaboration and reflection



**Digital Learning**  
games as those aimed at  
acquiring knowledge and  
fostering mental habits and  
understanding that can be  
useful in the academic context

## OBJECTIVE AND METHODOLOGY

To analyze the impact that the integration of ubiquitous game approaches with  
augmented reality has on learning

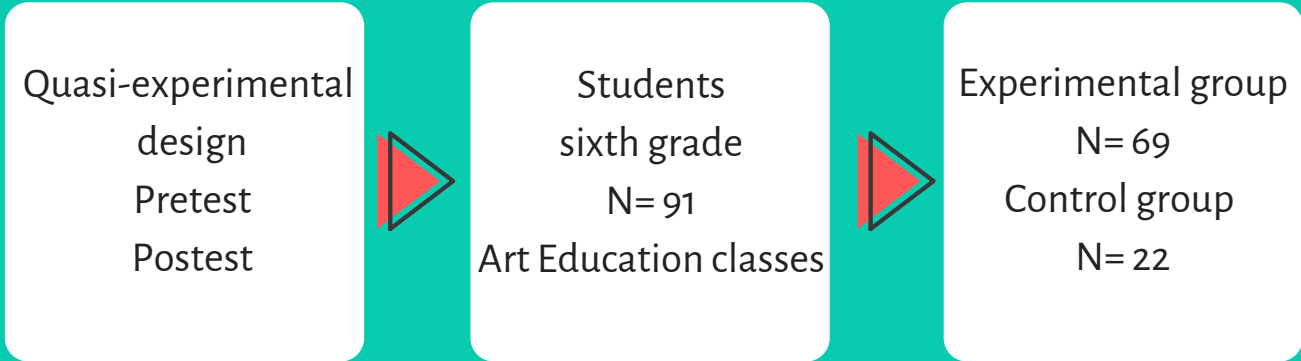


Table 1. Dimensions, indicators and instruments			
Dimensions	Indicators	Instruments	Analysis
Dimension 1: Search for, selection and analysis of, information	Academic performance	Tests	Descriptive analysis Wilcoxon test Mann-Whitney U test
	Search for information		
	Analysis of information		
	Level of fun		
	Collaboration		
Dimension 2: Educational use of “WallaMe”	Academic results		
	Motivation		
	Level of fun		
	Search for information		
	Collaboration		

## CONCLUSIONS



The use of mobile devices  
and ubiquity in the search  
for information relevant to  
Art Education improved  
competence in information  
search and analysis



The approaches based on  
ubiquitous learning, AR and  
information search contributed  
to an increase in the level of  
fun and the potential for  
collaboration between students



There are statistically  
significant improvements  
in motivation, level of fun,  
information search skills  
and collaboration

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