



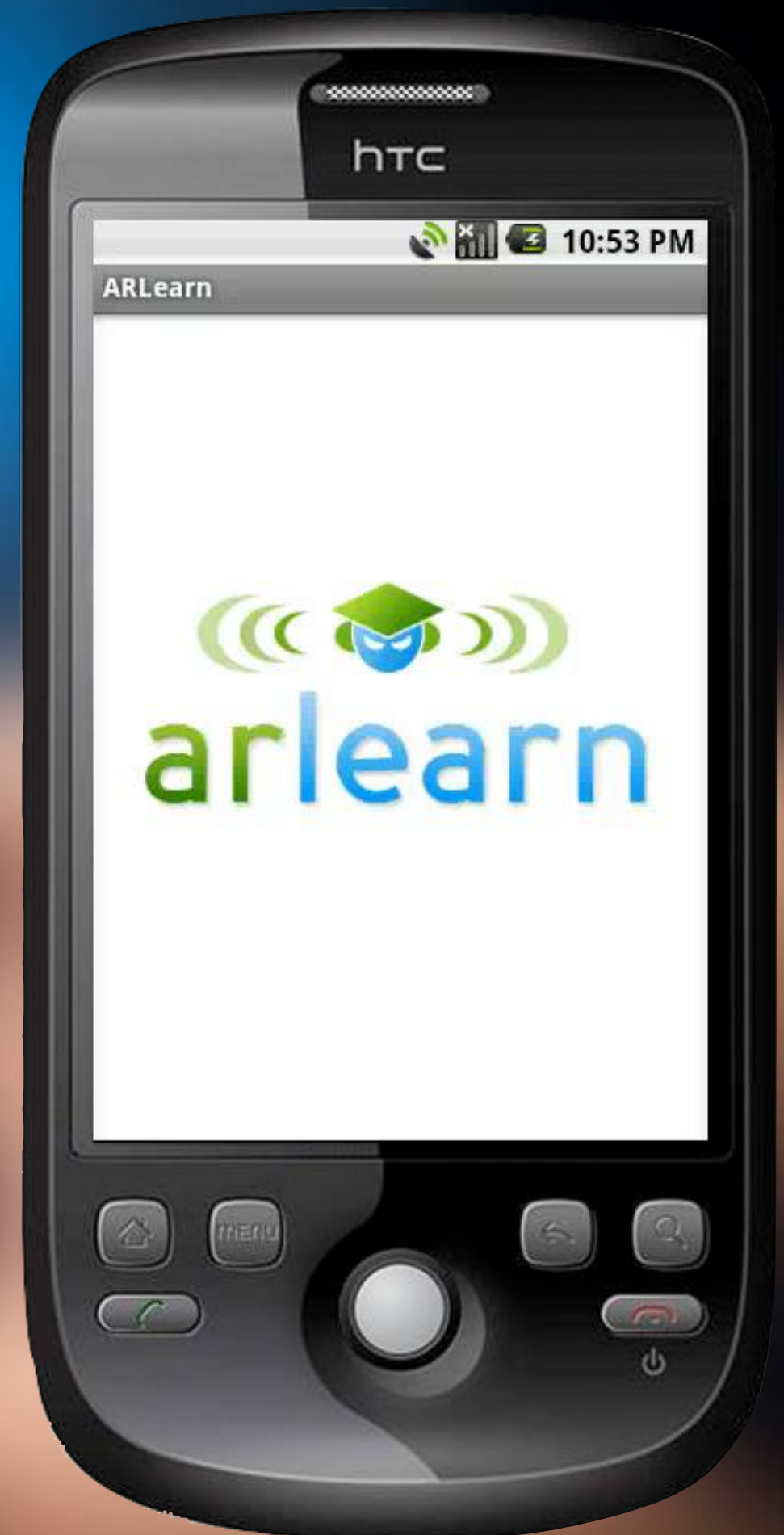
ARLearn

A framework for creating mobile serious games



Mobile







Video



Photo



Audio



Numeric



Questions



Text



Scan Data collection



Context



Location



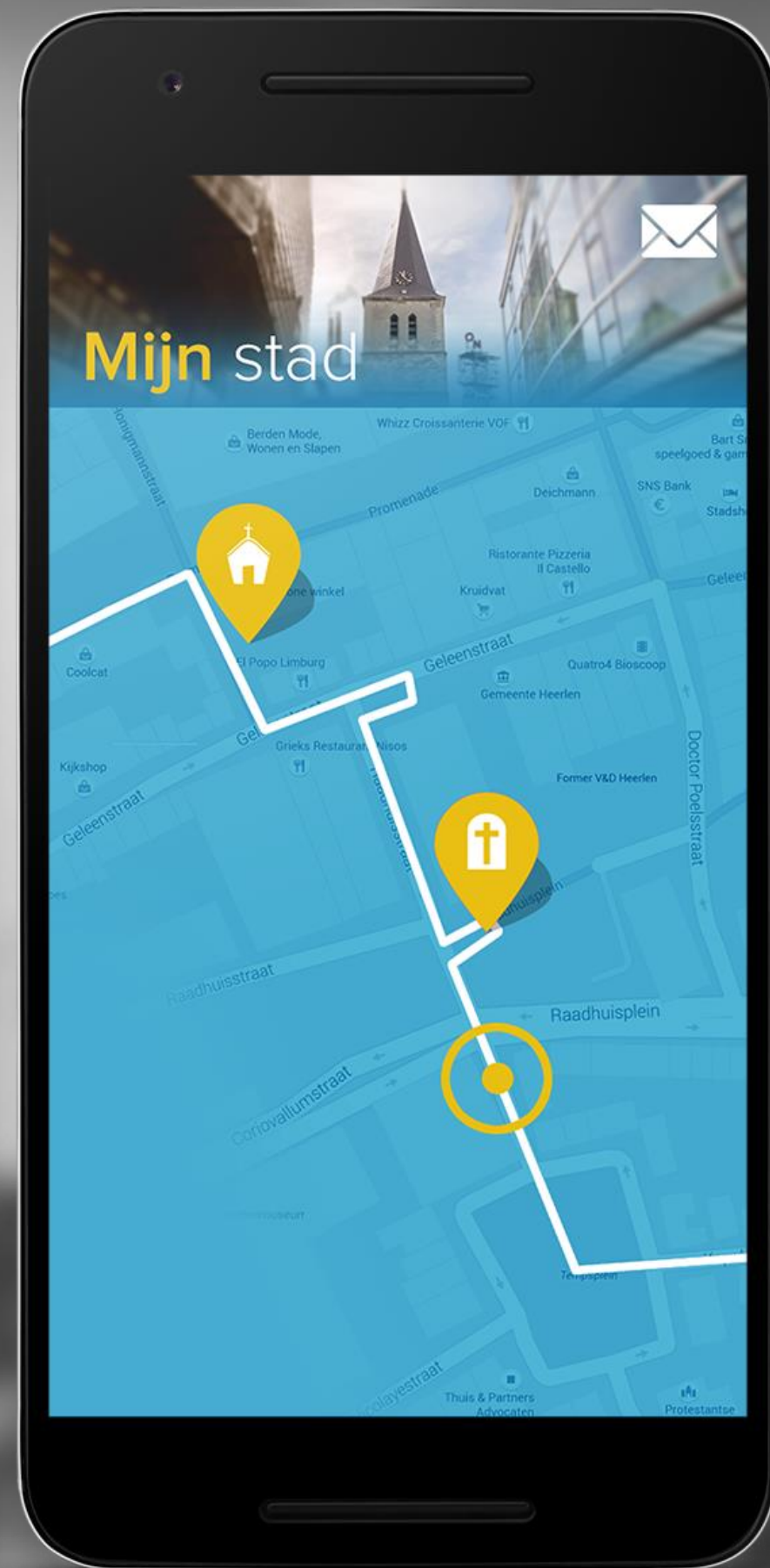
Time



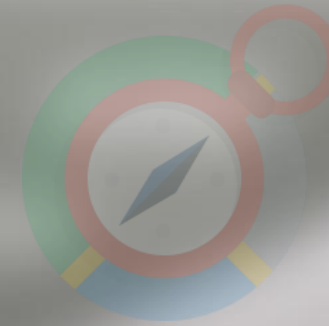
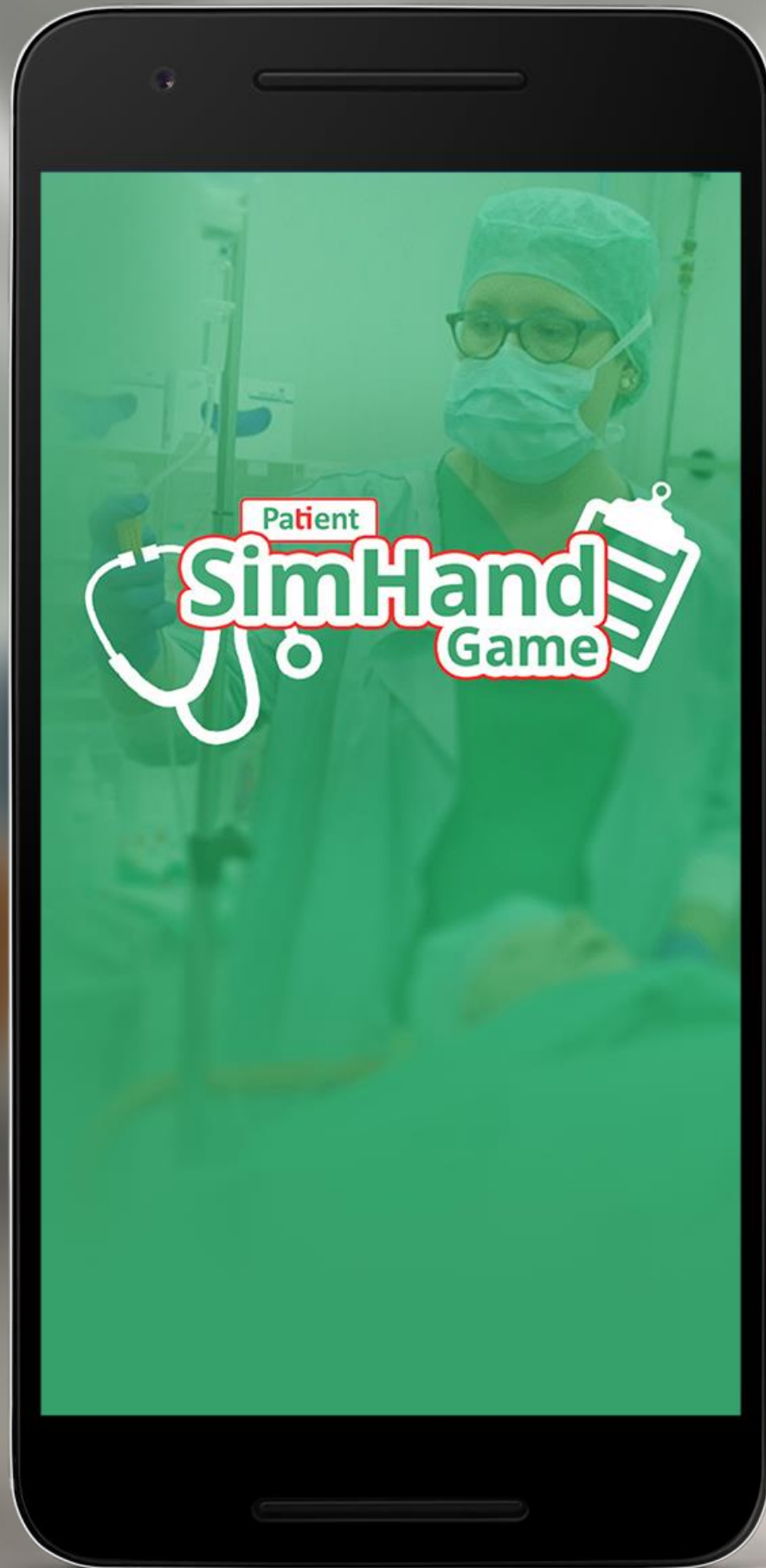
Location based

Time independent









Play anywhere

Follow the scenario

Patient

Emergency at the office



Make the call



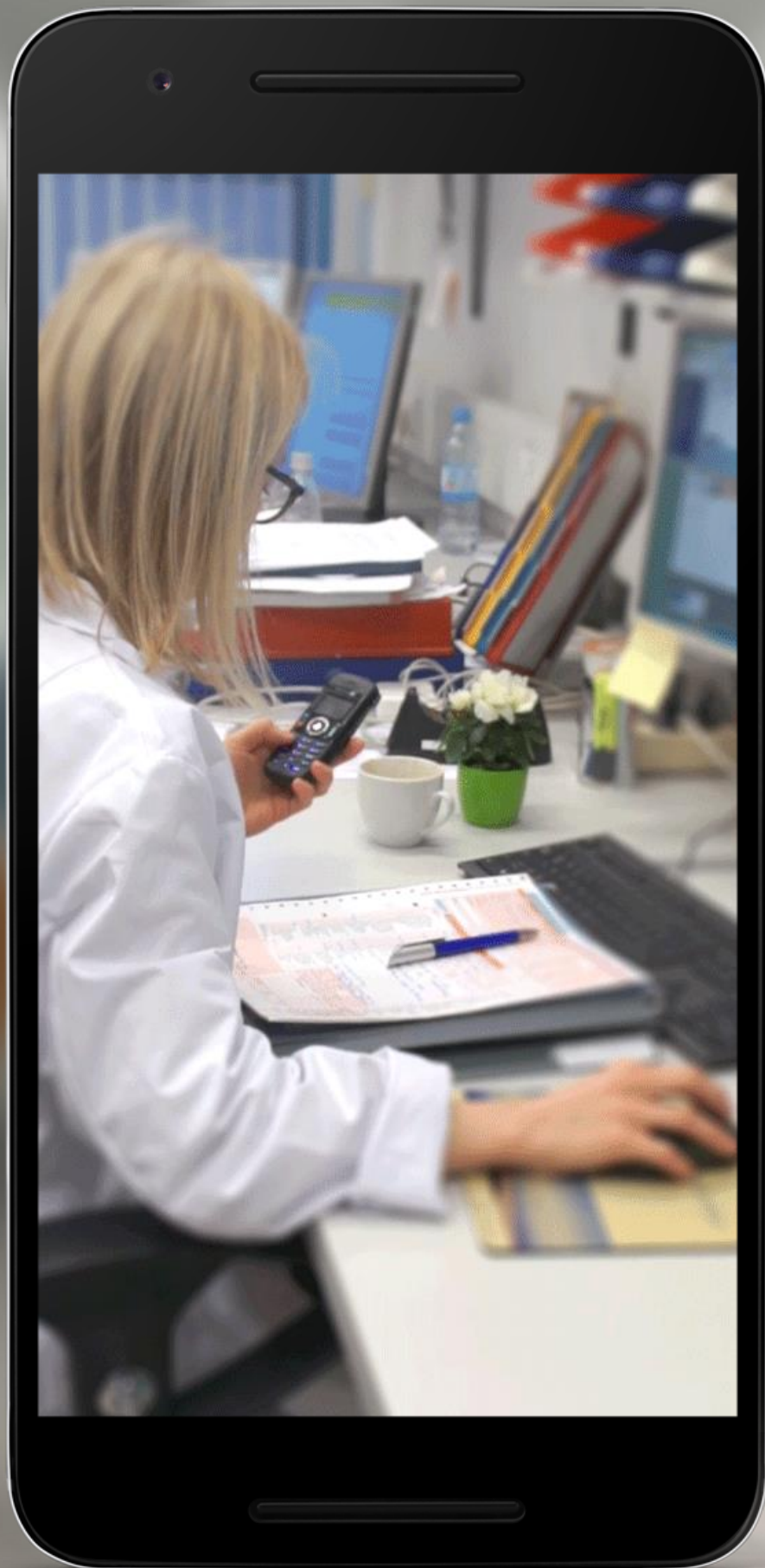
Feedback

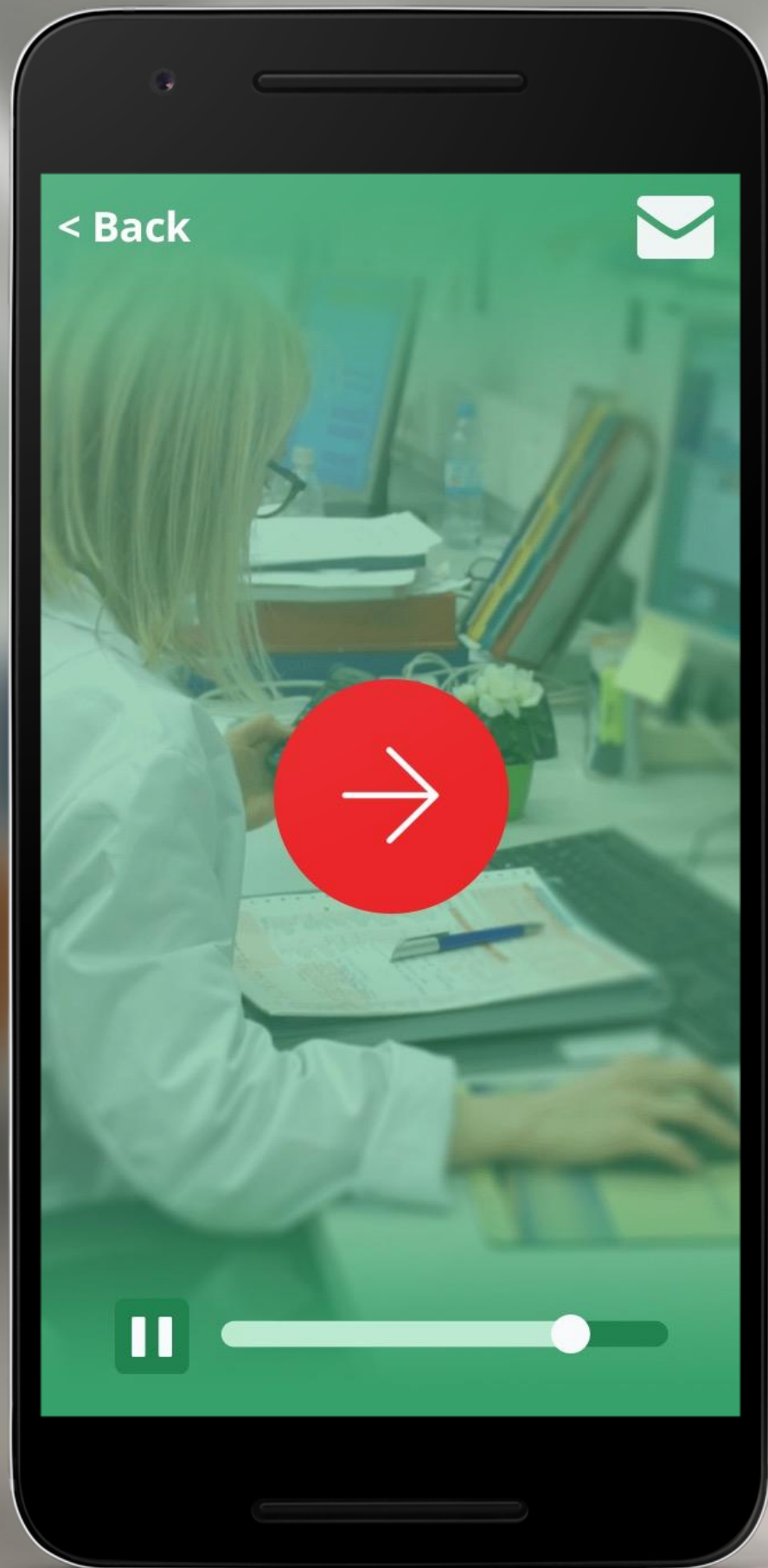


Question



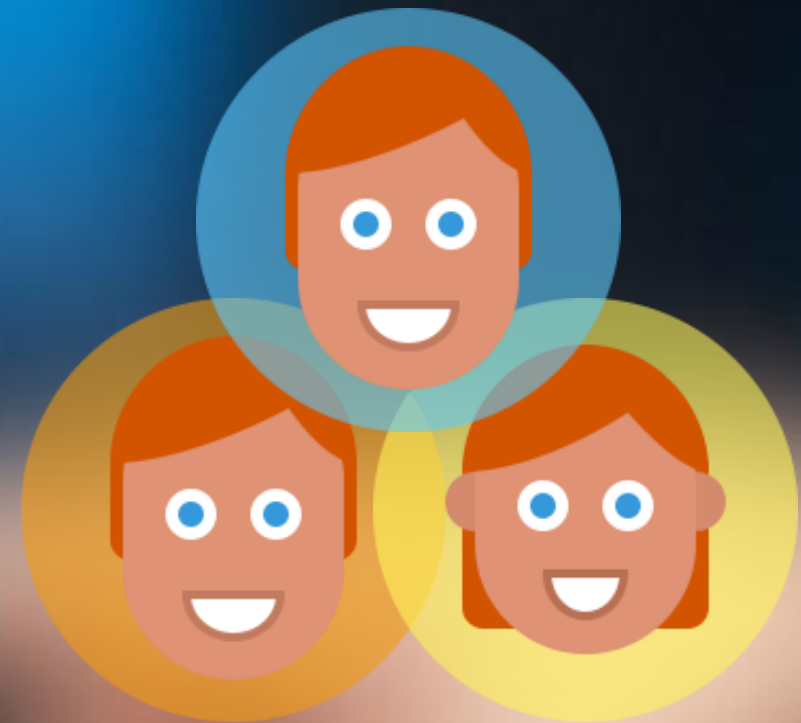
Wilkommen







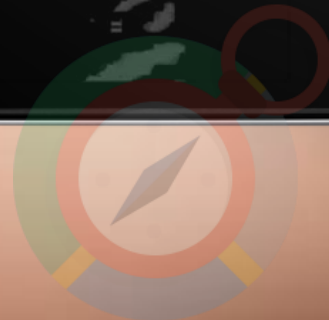
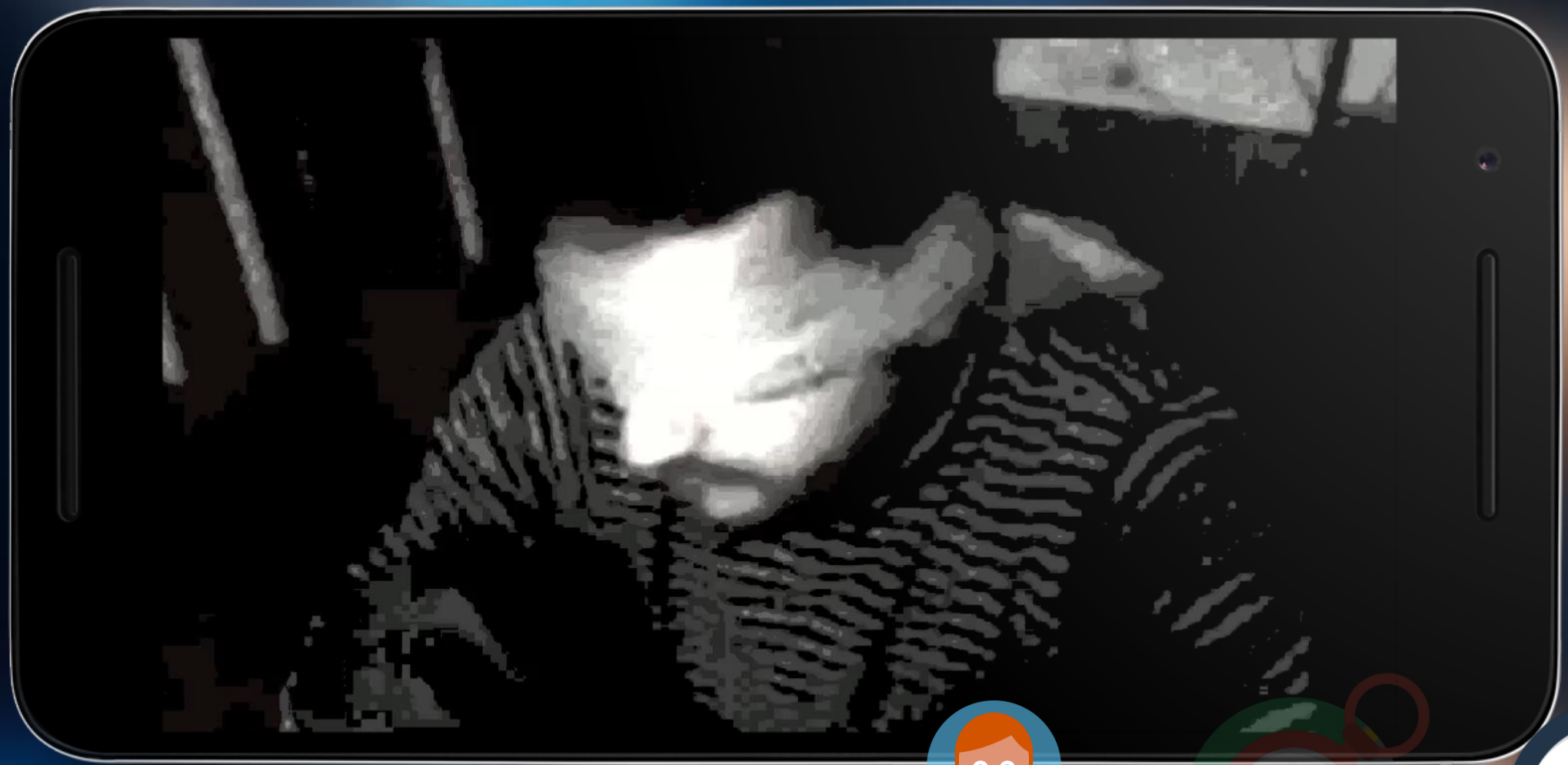
Single
player
(1 role)



Multiplayer
(x roles)

Hostage Simulation

Real World Training for critical situations





Data collection

Open Universiteit
www.ou.nl



Florence

Excursie Cultuurwetenschappen



Elena

