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Fun Learning with AR Alphabet Book for Preschool Children â˜†

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Abstract

This paper describes the design and evaluation of an AR alphabet book, an Augmented Reality based book for teaching the alphabet to preschool children. Used together with camera and computer, children could view the superimposed virtual alphabet in a fun and interactive manner using the pattern markers as an interaction tool. Generally, teaching young children could be difficult this is due to the focus of young children is different from elderly since they could only focus on something for short period of time. Introducing the fun and interactive learning could grab the attention therefore enhance teaching and learning for young learner. Fun-learning emphasized interactive learning through play, songs; dance, drama and the use of information and communication technology (ICT). Researches showed that fun learning also increase the ability to memorize and understanding of the user. Flashcard is one of the learning approaches to teach children the alphabet. The tangible manner of flashcard introduce the interaction of

learning therefore it could create the joyful learning. However, the potential of flash-card could be further enhance through the use of AR technology. Therefore, introducing the use of AR could encompass fun learning since AR offer rich media learning. Besides displaying each alphabet upon presentation of its corresponding pattern marker, children have the options to see 3D models of objects that begin with each alphabet character. Additional book features includes pattern markers for children to view animation of how each letter is drawn and jigsaw puzzle game for each letter to test children understanding. An informal study was conducted among 15 preschool children aged between 5-6 years old to examine user perception of the book. The preliminary results indicate the children reacted positively towards the books; most reported they like and enjoy using the AR book. Observation of the children behaviors during study corroborates this finding. Most students requested to use the AR book repeatedly. These results suggest the potential of AR book as a tool to create fun learning environment especially for preschool children. Furthermore, the brief interview with the teacher of the preschool also suggested that the system seem to grab the attention of the children.
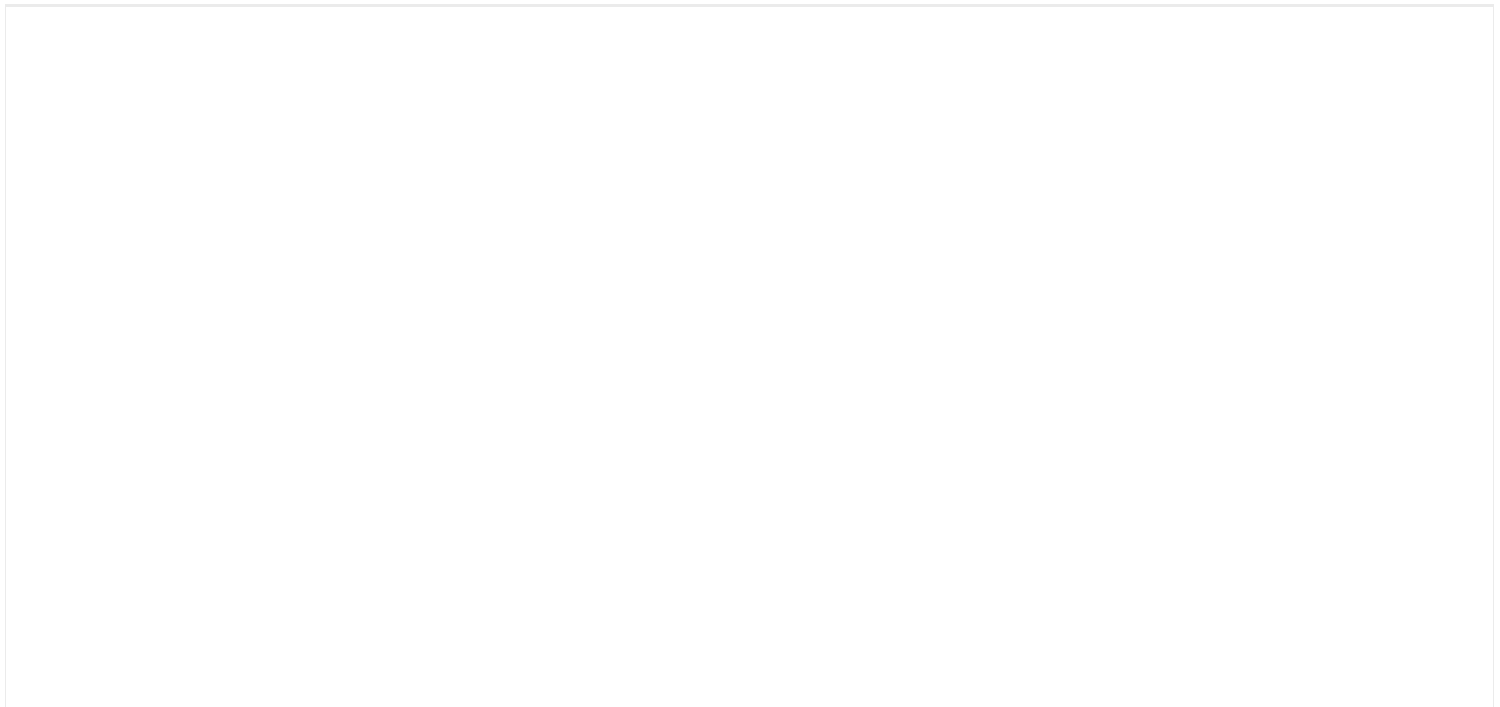
Keywords

Augmented Reality; Education; Alphbet Learning; Fun Learning

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