

PREVENTION

A HEALTHY START IN LIFE

HEALTHY CHILDREN AND LEARNING FOR LIFE VIA GAMIFICATION – VR AND AR

Purpose:

- The project integrates Virtual Reality (VR) and Augmented Reality (AR) into math lessons in two schools in Gladsaxe Municipality to promote physical activity and enhance learning engagement.

Intervention:

- The project utilized VR and AR tools like “God of Math” to combine learning with physical movement in outdoor settings and VR headsets for geometry lessons, fostering interactive and engaging math classes.

Outcomes:

- Enhanced motivation: The use of VR and AR increased student interest and enjoyment in lessons, making math more engaging.
- Boosted physical activity: The integration of digital tools led to more movement in lessons compared to traditional teaching methods.
- Barriers to implementation: Teachers faced challenges with technical issues, requiring better support for smooth integration of the tools.

Next steps:

- Future efforts should focus on addressing technical challenges and providing additional training to teachers to maximize the potential of digital tools in enhancing learning and physical activity.
- Khora continues and applies for funding to further develop the project and support the implementation in the long-term.

PARTNERS INVOLVED

- Gladsaxe Municipality
- Khora
- University of Copenhagen

