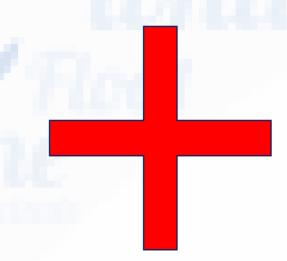


11TH INTERNATIONAL CONFERENCE ON EDUCATION AND NEW LEARNING **TECHNOLOGIES** 1st-3rd of July, 2019 Palma de Mallorca (Spain)

IMPROVING PROGRAMMING LEARNING WITH AUGMENTED REALITY AND GAMIFICATION

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Master Class



Mobile Apps



SAMSUNG

00:15

comenzar

25

Improving Learning

AUGMENTED REALITY

Translator of reserved words

else



main

void



while

int

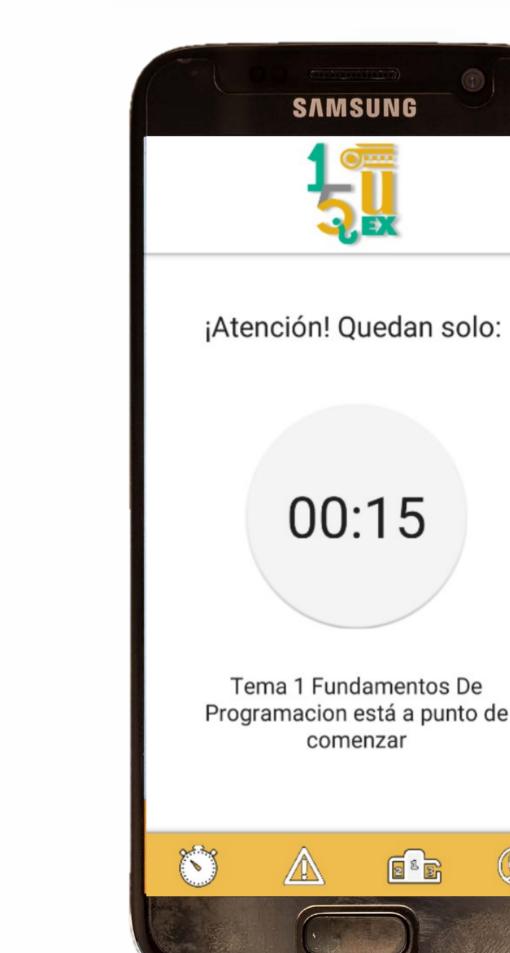
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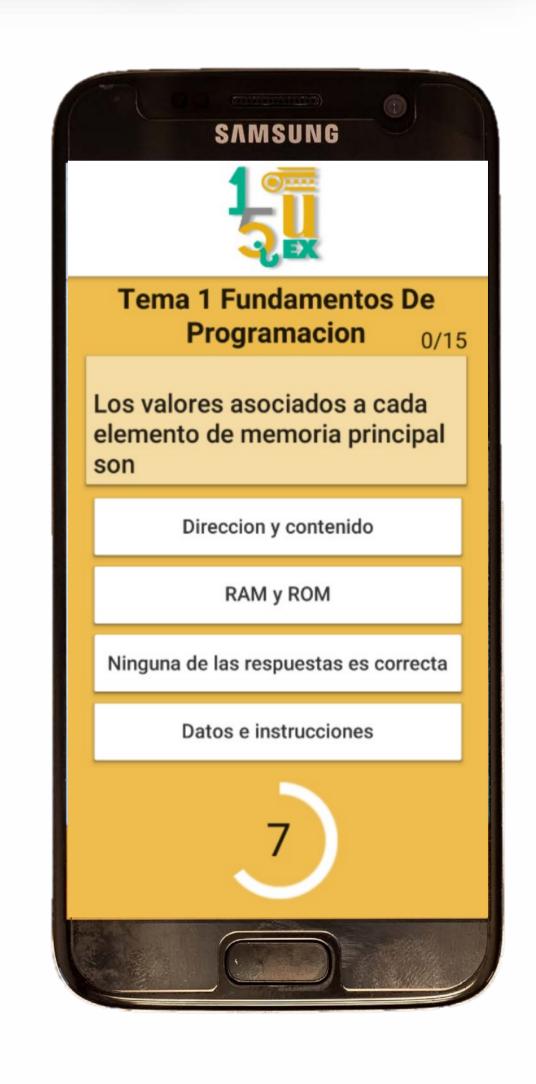
switch

800 VUF ORIA

GAMIFICATION

Student-centered Learning





AUGMENTED REALITY && GAMIFICATION

float



char

int



- ✓ Capture the attention of students.
- ✓ Acquire good programming practices.
- ✓ Motivate the student.
- **✓** Student-centered Learning.
- **✓** Review concepts.



Grupo de Investigación
O R I O N

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