

SEPTEMBER 2022 | EDITION N° 1

N-PEAR NEWSLETTER

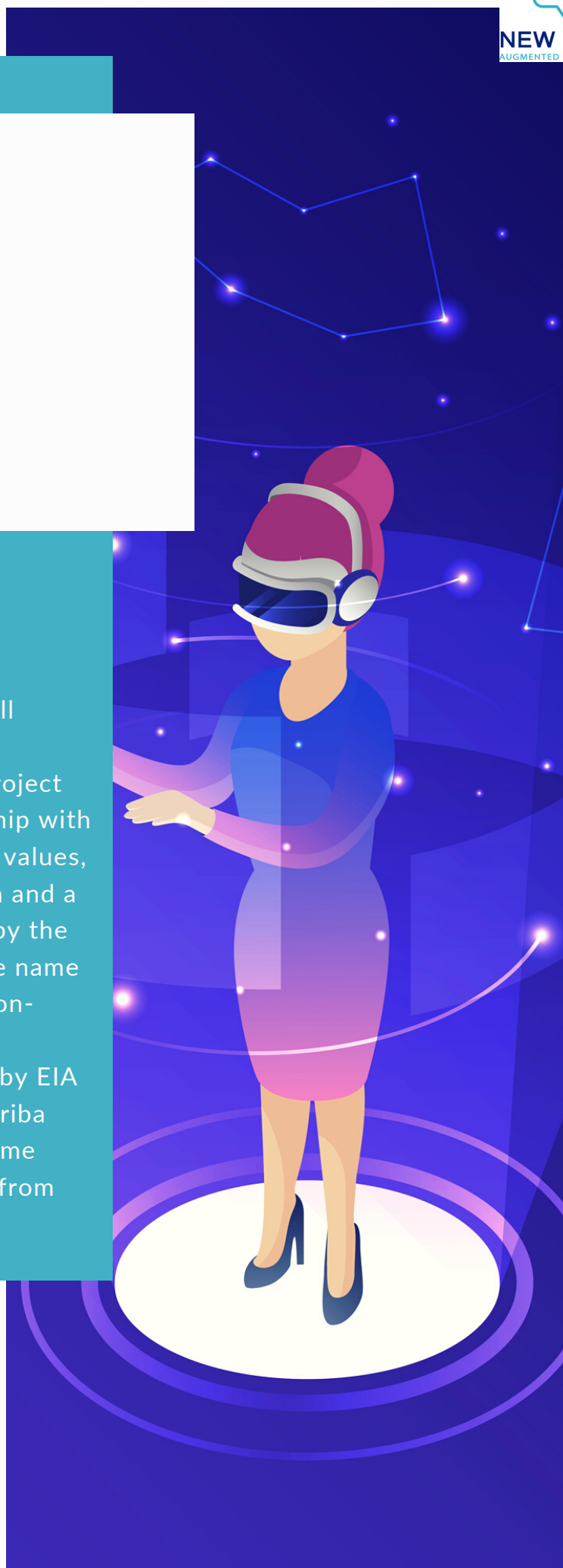
What is the N-Pear Project,
The people from N-Pear,
TPM in Valencia

Editorial

The first newsletter of the n-Pear project will briefly describe its content, objectives, methodology, and expected results. It is a project located in the international field in partnership with six institutions with different capacities and values, which will allow a multidisciplinary approach and a European scope. The project is supported by the international program ERASMUS + under the name "Cooperation partnerships in higher education-KA220-HED" of the European Union. The partnership formed by the six entities is led by EIA - Atlântica Universidade from Portugal, Biedriba Eurofortis from Latvia, Clictic and PrimerFrame from Spain, Unity Evropaiko Kollegio Ellada from Greece and STEPP from Italy.



Co-funded by the
Erasmus+ Programme
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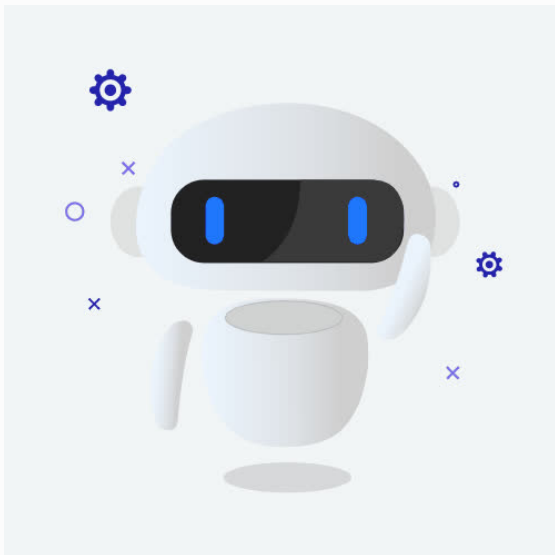


What's the N-Pear Project About

The nPEAR project

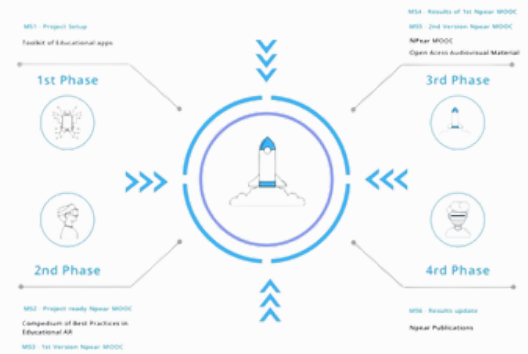
AIMS TO MAINSTREAM

THE ADOPTION OF EDUCATIONAL AR APPS BY ASSEMBLING A COMPREHENSIVE OVERVIEW OF AVAILABLE OFFERS, COLLECTING BEST PRACTICES, CREATING GUIDELINES FOR PHYSICAL EDUCATION EDUCATORS AND DEVELOPING AN ONLINE COURSE TO DELIVER THESE MATERIALS. AR IS A RAPIDLY GROWING MARKET AMONGST THE ICT TECHNOLOGIES. AR PROVIDES AN ENRICHED VIEW ONTO THE PHYSICAL WORLD, ADDING LAYERS WITH CONTEXTUALLY USEFUL INFORMATION, DELIVERED VISUALLY OR BY STIMULATING OTHER SENSES USING HAND-HELD OR WEARABLE DEVICES. MANY INDUSTRIAL USE CASES OF AR IN, FOR EXAMPLE, MANUFACTURING, CONSTRUCTION, HEALTH, THE SERVICE SECTOR, OR IN TRADE CAN BE FOUND.



NEW PEER – AUGMENTED REALITY APPS

www.n-peer.com/



Main objectives

1

Map the educational use of AR in physical education.

2

Facilitate the adoption of AR in physical education.

3

Map the educational use of AR in physical education.

The people from N-Pear

Researcher Carla Silva

NEW PEAR PROJECT is based on teachers exchanging knowledge and finding new ways to technology. The main topic in the project New Peer focuses on the technological impact on teaching and how to use AR technology to the teacher's advantage in Classes. The technology is currently being introduced in front-runner organizations at large. While the AR R&D community is growing stronger in Europe, the adoption of the technology in education is still very fragmented.

First the teachers must comprehend how it might improve the teaching practice, most still think that the only right way for the students to learn is some chalk and a board. Technology in the classroom is a controversial idea. Now why is that so?

Carla Silva, is one of the researchers who works in this project in Portugal Teams group. As an artificial intelligence researcher she believes that like humans learn to feel, robots can do that as well. In short, she said that programming is very similar to teaching. The main problem is that technology hasn't learned how to learn as efficiently as humans do.



We perceived her as a very curious and dedicated person, that is something that shows in her work in the way she speaks and acts. As a student in secondary school she was interested in various topics from psychology to mathematics. She studied at Coimbra University for five years and then, three more years specialization for master's degree and another five years for PhD in Catalunha, Spain.

The turning point for her was when in her research she developed a program that could predict the success of students. An algorithm that could predict which of the students were going to drop out in the University. It predicted the success of a student based on some variables such as student's habits, their social life and so on. She won a scholarship to do for more 5 years a doctoral research on this thematic and obtained the opportunity to work with leading researchers at the University in Scotland, Germany, Istanbul and Ireland, where she was able to deepen her knowledge in the field of robotics and cybersecurity in Artificial Intelligence.

Learning to understand different ways to transmit science still is the best thing we do when we are scientists. Science must be at the service of society...she said.... With projects like this, I think we are able to help to fulfill the gap.

She is very grateful to her family and to her kids who let her follow and pursue her dreams and made her a fearless person. She now works as an IT Professor, researching in this field and as IT Expert for the European Union Observatory Group for AI.

What's the toolkit Plan?

An immersive AR environment that ignites multiple human senses, it'll embrace an unprecedented level of engagement. One technology that's truly shaking up the landscape is augmented reality (AR), which superimposes an image into a user's view of the real world and enhances it with sound, touch, and even smell. Indeed, AR is blurring the lines of reality. Our first result from our project presented in our 2nd International Meeting on Spain was a Toolkit. This tool highlights the Guidelines on Learning in a format designed to assist classes in reflecting on the effectiveness of practices in learning and teaching in Augmented Reality.

New Pear Augmented Reality Toolkit Plan

Draft 0.1

08/31/2022



- Review -

Date	Author	Reason
30/08/2022	Atlantica Team	Draft Toolkit Plan Revision 1.0

Project Reference: 2019-1-PT01-KA204-061388

- Coordination Atlántica Team -

NPEER TOOLKIT Draft Plan 0.1

1 - TOOLKIT TEST PLAN: NEW PEAR AUGMENTED REALITY

1.1 - Approvals:

Approved By:	Signature	Date
All partners	N-PEER Project	August 2022

1.2 - Document Control

Name	New Pear Augmented Reality
Doc. Ref. No.	0.1
Document Status	Draft
Date of Issue	September September - November, 2022

1.3 - Change History

Doc. Version	Author	Date	Description / Change
01	All partners	Date	Summary of content or changes. Include reference to software/ pedagogical change request IDs if applicable for traceability purposes.

1.4 - Distribution List

Name	Role
Atlántica Team	Role description

2. Purpose

The purpose of this document is to outline the test strategy and overall test approach for the Toolkit NPeer plan project. This includes test methodologies, traceability, resources required, and estimated schedule.

3. Audience

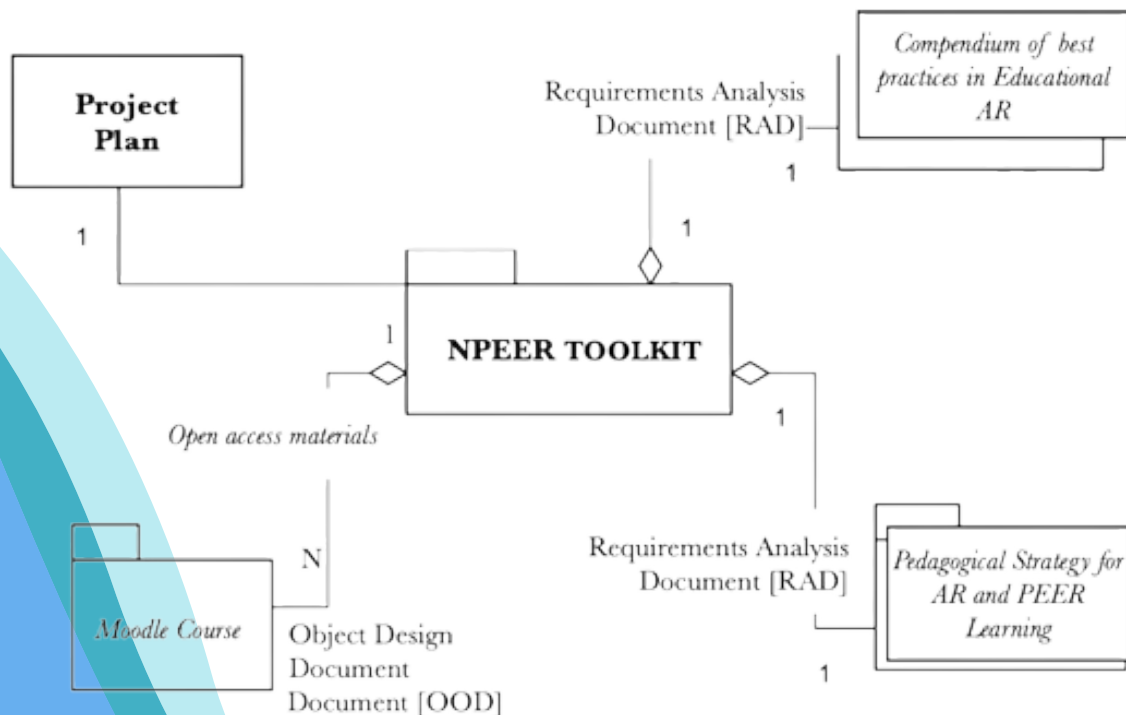
The audience of this document is the project team and the project management team. This document is also written for the extended test team. The test lead, testers, and any outsourced testers should be able to utilize this document to understand the scope of work that must be

The Toolkit Guidelines Program is the comprehensive and working artifact for the quality assurance effort associated with Toolkit NPEER. Modification of this artifact may occur during design and development phases as test cases, data and conditions are designed in all the process of New Pear Augmented Reality App's Project.

The purpose of this document is to outline the test strategy and overall test approach for the Toolkit NPEER plan project. This includes test methodologies, traceability, resources required, and estimated schedule. The audience of this document is the project team and the project management team. The final Toolkit NPEER Plan will be prepared to teachers and all students who required and want to follow our guidelines.

The Toolkit Guidelines Program develop documents describing the efforts of the Project Team to ensure that the new features of the NPEER application performs according to the functional, non-functional, and technical requirements.

The Toolkit Guidelines Program is the comprehensive and working artifact for the quality assurance effort associated with Toolkit NPEER.



iTPM in Valencia!

 SPAIN

FROM SEPTEMBER 5TH TO
SEPTEMBER 6TH



The next TPM will occur in
December and the partner from
Latvia will be our host.

The partners from N-Pear project got together in Valencia to discuss the project management and reporting, the dissemination actions and course to take, and the projects online visibility, and of course how the project is moving and it's PR updates.

See you on our next Newsletter!

Follow us on our social media

