ARLearn App for Android

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ARLearn App for Android (version 1.0)

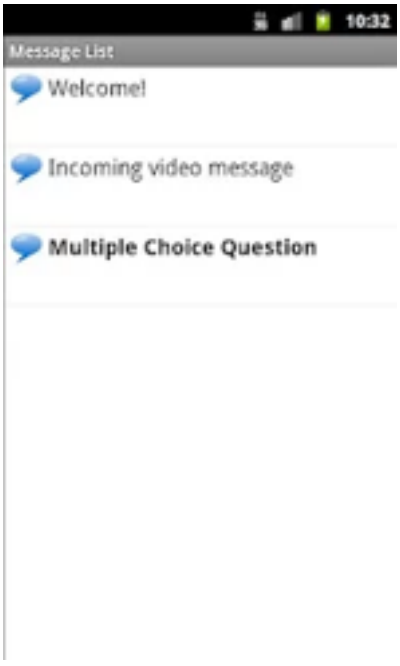
Stefaan Ternier

Abstract

ARLearn is a tool suite for educators and learners supporting mobile serious games. Learners can use the ARLearn app to organize a fieldtrip, exploring and annotating the real world, while teacher can monitor their progress in real time. The ARLearn platform is intended for teachers that organize a field trip, but can support other serious game scenarios as well. For instance, ARLearn is very suited to script simple game logic on a mobile device. With the authoring tool, one can create a series of message and define event and time wise when the messages are to be shown to a learner.

The app has been developed in JAVA using the Android SDK and builds upon the the ARLearn software toolkit (Ternier, 2012). The easiest way to use this software is to download it from the app store: https://play.google.com/store/apps/details?id=org.celstec.arlearn2.android.

Screen shots



Version & change log

Version	Date	URI
1.0	30-Dec-2014	

Source code

Code license
GNU Lesser GPL

Access to source code
Repository: http://code.google.com/p/arlearn.android/
Execute the following statement

```
git clone -b v1.0 https://code.google.com/p/arlearn.android/
```

Installing the project

Import the gradle build file that comes along with this project to build this project. Next sync the gradle build file to download the necessary files to your cache.

Dependencies

Add the following maven dependencies to your gradle build file:

```
dependencies {
    compile "com.google.android.gms:play-services:6.5.+"
    compile "com.actionbarsherlock:actionbarsherlock:4.4.0@aar"
    compile "com.android.support:support-v4:18.0.+"
    compile "de.greenrobot:greendao:1.3.7"
    compile "de.greenrobot:greendao-generator:1.3.1"
    compile 'org.osmdroid:osmdroid-android:4.2'
```

```
    compile 'org.slf4j:slf4j-simple:1.6.1'
    compile 'org.codehaus.jettison:jettison:1.3'
    compile 'de.greenrobot:eventbus:2.4.0'
    compile "commons-io:commons-io:+"
}
```

Furthermore this code builds upon the ARLearn toolkit (Ternier, 2012).

References

Ternier, S., Tabuenca, B., Klemke, R., & Specht, M. (2012). ARLearn (version 2.0) [Software]. Heerlen, The Netherlands: Open Universiteit. Available under the GNU Lesser General Public License (LGPL3)