



# ASEF Classroom Network #ASEFClassNet Online Collaboration 2017

## Proposal

The [ASEF Classroom Network](#) provides opportunities for online collaborative learning and intercultural exchanges between students and teachers of secondary, high and vocational schools across Asia and Europe.

Since 2001, the Online Collaborations have been a core part of the ASEF Classroom Network's activities, which seek to enhance:

- intercultural understanding
- knowledge-sharing between students and teachers in Asia and Europe
- teamwork
- use of ICT

This is a template for teachers who wish to propose an Online Collaboration, and invite other teachers from schools across Asia and Europe to join their activity. The closing date for the submission of the new proposals is **31 December 2016**.

Based on the four goals of the ASEF Classroom Network, the 6 most outstanding Online Collaborations will receive an Award at next year's annual ASEF ClassNet Conference.

Thank you for your interest and ASEF looks forward to learning more about your proposal.

### 1. Title of the Online Collaboration (Max. 8 words)

Augmented Friendship

### 2. Name and contact details of project co-ordinator(s)

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### 3. School description (Max. 30 words)

Nova Academy is a general upper secondary school. We focus on Digital design, Science, Performing Arts, and Social Science. We are located in a town called Simrishamn in the south of Sweden. We have approx. 200 students 16-19 years old.

#### 4. Description (Max. 200 words)

This project is intended to let the students from different schools and countries interact with each other. The final product will be a photo exhibition that takes place in all schools at the same time. The photos are enhanced with so-called augmented reality, giving the spectators a better look of who is behind the photos and the story behind them. The students will encounter new technology and will learn new ways of communication and collaboration; much needed 21<sup>st</sup> century skills. Augmented reality adds layers of understanding and makes photos come to life, virtually.

When you walk around in the finished exhibition, you will see the first layer as the pictures hanging on the wall. When you pick up your smart phone and look at the pictures through the phone, you will also see the second layer, the presentation. You can then explore the third layer, by interacting with extra material online.

If you want to learn more about the limitless possibilities of augmented reality, check out this link: [https://www.youtube.com/watch?v=oH\\_LfXnklRw](https://www.youtube.com/watch?v=oH_LfXnklRw) or just google 'AURASMA'.

The exhibition will have three layers.

1. The obvious photos. Three from each school.
2. When you use the Augmented reality app, you see the second layer the presentations of the movies made by other schools.(This is the interaction between students)
3. The third layer is a link to the actual extra material published on YouTube.

#### 5. Please provide 3 hastags for your Online Collaboration

#augmentedfriendship  
#virtualexhibition  
#virtualphotos

#### 6. The Online Collaboration falls under the main theme of:

Please tick (✓) one main theme

- |  |   |
|--|---|
| <input type="checkbox"/> Culture                               | <input type="checkbox"/> Education            |
| <input type="checkbox"/> Environment & Sustainable Development | <input type="checkbox"/> Health               |
| <input type="checkbox"/> History                               | <input checked="" type="checkbox"/> Media     |
| <input type="checkbox"/> Others. Please specify below:         | <input type="checkbox"/> Science & Technology |

#### 7. Duration of the Online Collaboration (Please state start and end date):

Start Date : 01/03/17  
End Date : 31/08/17  
Duration : 6 months

## 8. Expected no. of schools/students involved and level of language and ICT skills

No. of Schools in total	:	Min. 5 schools
No. of Students in total	:	25 or more
Students Age Group	:	16-19
Level of English	:	Intermediate
Level of ICT Skills	:	Intermediate

## 9. ICT tools/software required Please tick (✓) as appropriate)

<u>Word processing software</u>	<u>Video conference tools</u>	<u>Storage tools</u>
<input type="checkbox"/> Adobe Acrobat Reader	<input type="checkbox"/> Skype	<input type="checkbox"/> Dropbox
<input type="checkbox"/> Google Docs/Sheets	<input type="checkbox"/> Viber	<input type="checkbox"/> Google Drive
<input type="checkbox"/> Microsoft Word/Excel	<input type="checkbox"/> Vyew	<input type="checkbox"/> iCloud
<input type="checkbox"/> Scribd	<input type="checkbox"/> Wechat	
<input type="checkbox"/> Wordpress		
<u>Social media</u>	<u>Image editing software</u>	<u>Online collaboration</u>
<input type="checkbox"/> Ask.fm	<input type="checkbox"/> Adobe Illustrator	<input type="checkbox"/> Mindmeister
<input type="checkbox"/> Facebook	<input type="checkbox"/> Adobe Lightroom	<input type="checkbox"/> Slack
<input type="checkbox"/> Flickr	<input type="checkbox"/> Adobe Photoshop	<input type="checkbox"/> Telegram
<input type="checkbox"/> Instagram	<input type="checkbox"/> BeFunky (online)	<input type="checkbox"/> Trello
<input type="checkbox"/> Pinterest	<input type="checkbox"/> Sketch (Mac only)	
<input type="checkbox"/> Tumblr		
<input type="checkbox"/> Twitter		
<input type="checkbox"/> Weibo		
<u>Video/audio editing software</u>	<u>Presentation</u>	<u>App development</u>
<input type="checkbox"/> Adobe Premiere	<input type="checkbox"/> Google slides	<input type="checkbox"/> Adobe Flash builder
<input type="checkbox"/> Audcity	<input type="checkbox"/> Microsoft Powerpoint	<input type="checkbox"/> Alpha Software
<input type="checkbox"/> Garageband (Mac only)	<input type="checkbox"/> Prezi	<input type="checkbox"/> Appy Pie
<input type="checkbox"/> Soundcloud		
<input type="checkbox"/> Windows Movie Maker		
<input checked="" type="checkbox"/> Youtube		

Others, please specify:

Being able to shoot a short video and publish it on Youtube.  
Being able to take hi-res photos(10mp or more) and publish it on Internet  
Being able to print all photos for the local exhibition.  
A smart phone with the app AURASMA installed  
Optional: Green screen capabilities but this is not mandatory.

**10. Other resources needed:**  
(Please tick (✓) as appropriate)

- |   |   |                                 |
|---|---|---------------------------------|
| <input checked="" type="checkbox"/> Camera                  | <input type="checkbox"/> E-reader               | <input type="checkbox"/> OHP    |
| <input checked="" type="checkbox"/> Desktop Computer/Laptop | <input type="checkbox"/> GoPro                  | <input type="checkbox"/> Phones |
| <input type="checkbox"/> Digital Projector                  | <input type="checkbox"/> Interactive Whiteboard | <input type="checkbox"/> Tablet |
| <input type="checkbox"/> Voice Recording Devices            | <input type="checkbox"/> NA                     |                                 |
| <input checked="" type="checkbox"/> Others (please specify) |   |                                 |

Smartphone

**11. Learning objectives and outcomes for teachers and students**  
(Please list at least 3 learning objectives and outcomes for teachers and students respectively.)

Learning Objectives	Outcomes
<b>Teachers should join to:</b>	<b>For Teachers:</b>
1. Learn more about the new ICT skills needed.	1. Being able to use augmented reality in their own classes.
2. Learn more about other schools, countries and cultures	2. A broader view of a smaller world
3. Get a more international approach in their classrooms	3. A better understanding of internationalization
<b>Students will learn to:</b>	<b>For Students:</b>
1. Use augmented reality not only in games but in the business of knowledge.	1. Better understanding of how things are made
2. Interact with people they don't know(yet)	2. New personal friends on a global scale.
3. Global understanding and awareness of cultural differences	3. Getting to know each other and to see the similarities and the differences between our cultures

## 12. Timeline and activities of the Online Collaboration

	<u>Main Coordinator</u>	<u>Teachers</u>	<u>Students</u>
<b>Phase 1 (March 2017)</b>			
▪ Set-up Facebook group and invite members to the group	✓		
▪ Self-introduction by all participating members		✓	✓
▪ Match the Group works between Asian and European Schools	✓		
<b>Phase 2 (April to May 2017)</b>			
▪ Research and share information found in their country		✓	✓
▪ Upload information on online platform		✓	✓
<b>Phase 3 (June to July 2017)</b>			
▪ Showcase of the research in the respective countries through an exhibition		✓	✓
<b>Phase 4 (July – August 2017)</b>			
▪ Feedback and evaluation	✓	✓	✓

For further details about this online collaboration, please contact the coordinator.

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