

## **OpenLearn animation**

*Effective digital pedagogy: new ways of engaging students*

### **Narrator:**

Technology and learning have always gone hand in hand. And with technology developing at a rapid rate, we gain new and innovative forms of digital pedagogy. The three Rs of digital pedagogy are QR, quick response, AR, augmented reality, and VR, virtual reality.

But why should you use the three Rs? The three Rs will help you take learning far beyond the classroom. You'll move from static learning with text and images to agile immersive learning with innovative interactions. The three Rs contextualized learning freeing digital content into the real world. Let's take a closer look.

Quick response. Creating QR codes is easy. You simply copy the URL of your online material into a QR generator to automatically create a QR code. Placing this code in the real world enables learners to activate and discover digital content anywhere in the world. You could use QR codes to enhance a location adding audio and visual content activated by a mobile device.

Augmented reality. You can create AR content which learners can view through a mobile device or hotspot in a real environment. Layering 3D objects on top of real spaces creates deep and immersive learner. You might layer a 3D model of a building that once stood on a historical location and add sound and video to give further information.

Virtual reality. VR headsets place learners in a simulated world. This might be computer generated or made from photos or videos taken with a 360 camera. They can explore the virtual environment and discover targets with further content to engage with. They might wander around Paris via Google Street View or explore the architecture of a simulated building on a headset made from cardboard. The three Rs take learning far beyond the classroom, bringing digital pedagogy into the real world and engaging your learners in new and innovative ways.