USER MANUAL

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Transforming primary school students' English as a Foreign Language Learning (EFL) with augmented reality (AR)

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DOWNLOADING APK

Downloading from

https://drive.google.com/file/d/1cgT7PbJnMLoYMdNNTGagMjeMObE1cLKp/view?usp=sharing

ENABLING THIRD PARTY

Yes

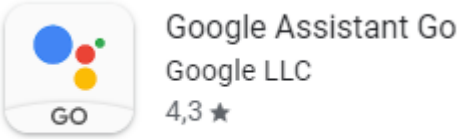
INSTALLING

Yes

ALLOWING ACCESS TO MICROPHONE AND CAMERA

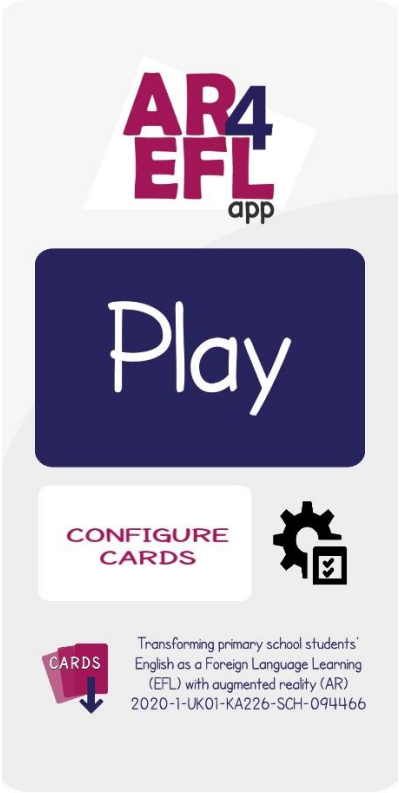
Yes, review they are allowed.

GOOGLE ASSISTANT GO



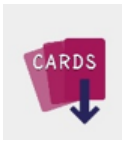
Ensure that Google Assistant is installed:

START APP



Main menu

In order to use the app, you need a deck of cards that can be downloaded directly from the "CARDS" button at the bottom left of the app's home screen. You can also find a copy of the deck at the end of this document.



When you enter the application for the first time, there are two game options, you can play with the 15 preconfigured lessons as defined in the lesson plans or you can decide to set up your own lessons.

If you decide to use the preset lessons, simply press **PLAY**. Instructions for playing are in the **PLAY!** section of this manual.

If you want to set up your own lessons, simply click on button “Configure Cards” and follow next SET UP GAME Section:

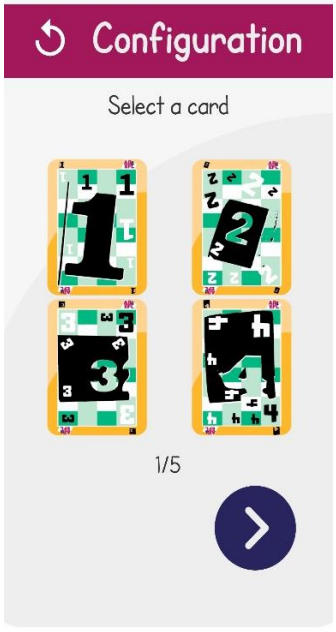
If you wish to restore the original lessons from the AR4EFL manual just click on the wheel button:

SET UP GAME

Lesson selection

Select the lesson to configure. By default, all lesson plans are loaded previously, then you don't need to setup to use.

Just in case you want to create your own game rules or lessons plan, you need to visit this section.



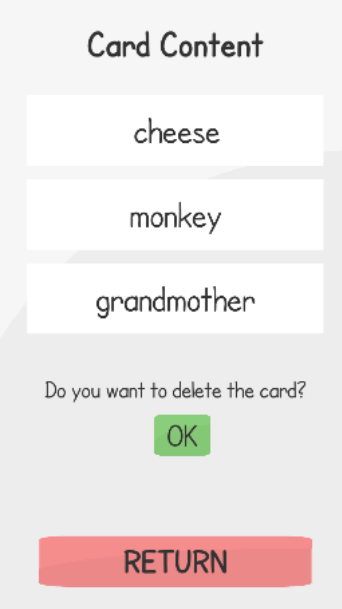
Erase Card

To configure the game you must set the values of the different cards in the deck. You don't need to set up all the cards, but you'll need to set up at least one of them in order to play.

With the arrows at the bottom of the screen, you can move between the different cards grouped four by four to select the one you want.

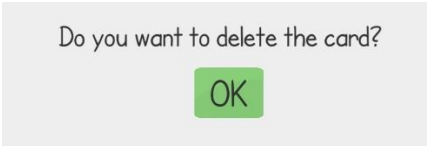
Click the CARD you want to delete.

To return to the start menu, tap the arrow at the top left of the screen.

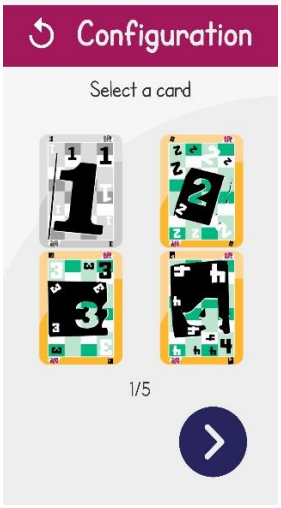


Delete cards and view card content

Once we select the CHARTER, the menu that appears shows us the values and 3D models that appear as well as the possibility of deleting the current values by pressing the OK button.

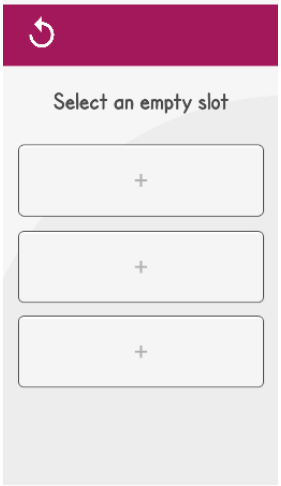


Press the RETURN button to return to the CARD selection menu. Note that if you leave the card empty, no values will appear when you scan the card.



Card WITHOUT models assigned

Remember that once the card has been removed, if there are no elements assigned, you will find yourself in the card selection menu with the corresponding card in grey.



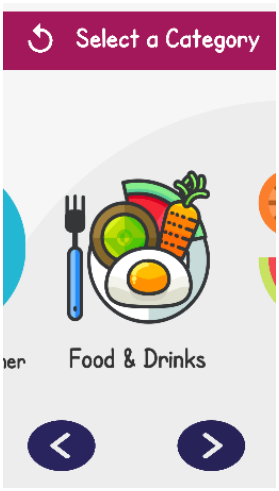
Card configuration

Ones card is empty, you are allow to select new 3D models. In each of the cards, three different objects can be stored.

It will be necessary to select all three to establish a card.

You can press the arrow at the top left to go back.

Press each of the buttons to select the object you want to store on that card.



Categories

I was able to move from one category to another by pressing the arrows at the bottom.

You can press the arrow at the top left to go back.

Click on the desired category to select it.

Items

You can move between the different objects in the category by pressing the arrows at the bottom.

You can press the arrow at the top left to go back.

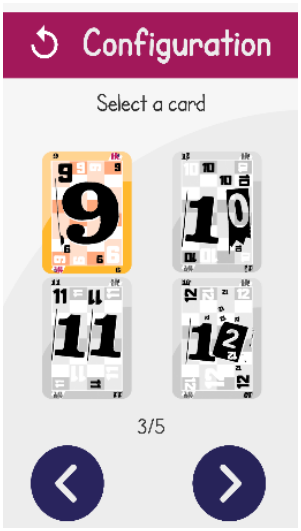
Click on the desired object to select it.

Card configuration and objects.

Once an object is selected, you will return to the chart settings screen and see the objects you have assigned and the buttons available for assigning objects.

If you go back, the assigned objects will remain assigned until you finish setting up the card. If you want to delete them, you will need to finish selecting all the objects and you will need to delete the card from the card selection panel.

Assign all objects to finish setting up the card and press the "OK" button



Card selection

Once a menu is set, it will appear in color in the menu selection menu.

You can press the arrow at the top left to return to the main menu.

Click on the established card to display the values of this or delete it.

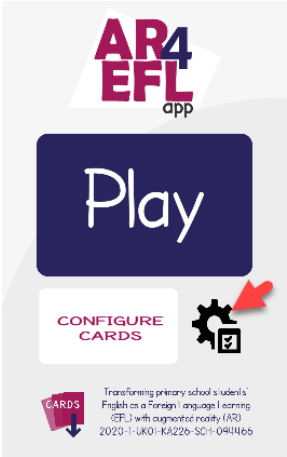
Delete cards and view card content

By clicking on a card, you can see the objects that that card is assigned.

You can delete the card by pressing the "OK" button.

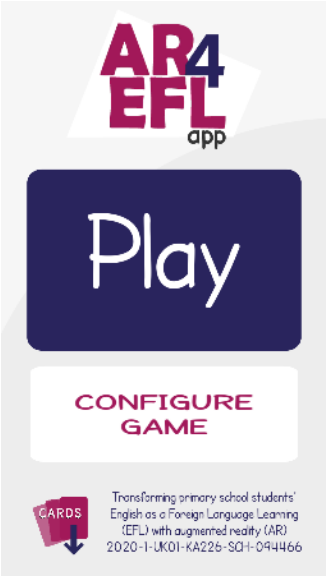
Press the "RETURN" button to return to the card selection.

RESTORE DEFAULTS



Press the reset button to load the default data.

PLAY!



Play game

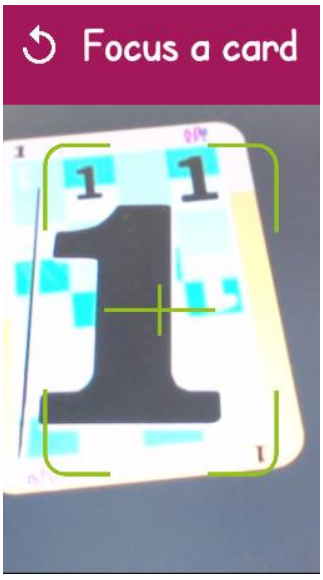
Once set up at least one card. The game will be unlocked.

Press the Play button to start the game.

*Remember that you need the deck printed or on another device to be able to play.

Select lesson

Select the lesson to play.



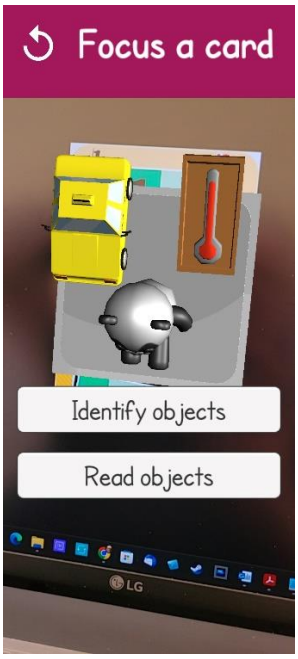
Focus a card

When the focused card is set, the objects assigned to it will appear.

If we press button READ OBJECTS, you will hear a voice naming all the visible objects.

While focusing on the letter, press the "Identify objects" button to open Google speech recognition. Say the name of one of the objects that appear.

Do not pronounce the name of several objects at once, so you will not recognize them.

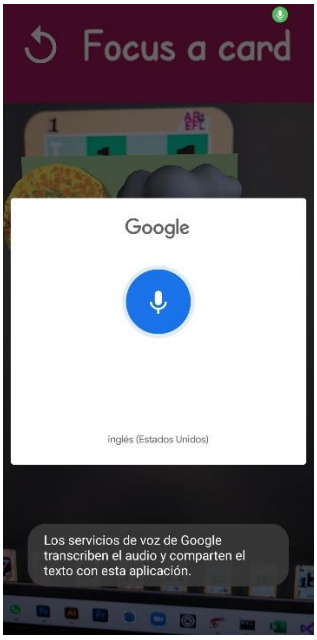


If the pronunciation is correct, the named object will disappear from the scene and the voice will rename the objects that remain visible.

Press the "Identify objects" button until you delete all objects from the scene.

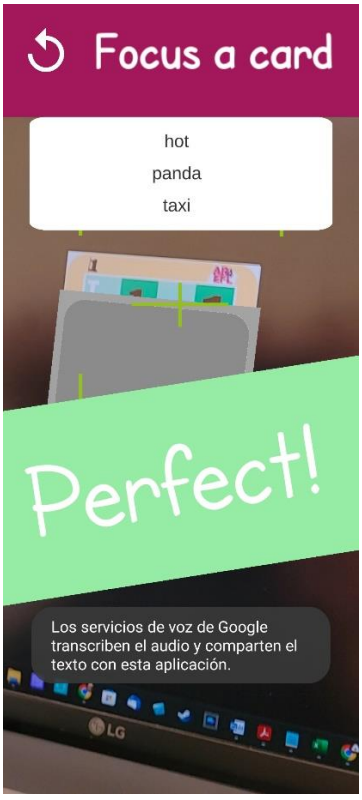
Once all the objects have been deleted, the card will be completed and the objects will appear again, as well as the names of these at the bottom of the screen. In this way, they can be used to form sentences or any other dynamic that the teacher can create in the classroom.

You can tap the arrow at the top left to return to the home screen at any time.



If you get stuck with any words, you can go back to the start menu by tapping the arrow at the top left of the screen.

You can also focus any other cards you have set up to continue the game.



CARDS