

REALIDADE AUMENTADA NO ENSINO DE GEOMORFOLOGIA: SISTEMA SARND BOX E APLICATIVO LANDSCAPAR

Lurdes Zachetko¹

Sandra Terezinha Malysz²

Ana Paula Colavite³

Italo Roberto Lourenço da Silva⁴

1. Programa Institucional de Desenvolvimento Tecnológico- PIBIT; graduanda da Universidade Estadual do Paraná - UNESPAR (lurdeszachetko@gmail.com).
2. Docente da Universidade Estadual do Paraná - UNESPAR (sandramalysz@hotmail.com).
3. Docente da Universidade Estadual do Paraná – UNESPAR (apcolavite@hotmail.com).
4. Programa Institucional de Desenvolvimento Científico- PIBIC; graduando da Universidade Estadual do Paraná – UNESPAR (italo_roberto@live.com).

ABSTRACT

Digital technologies are increasingly being used in the school environment, in the teaching-learning process, to understand the elements and dynamics that occur in the geographic space. With this research, we aimed to discuss the possibilities of didactic use of technologies using augmented reality (AR) in the development of geographic reasoning, using the SARndbox - Augmented Reality Sandbox model and the LandscapAR augmented reality mobile application in the study of geomorphology and hydrography. The methodology consisted of bibliographic research, development of didactic strategies for pedagogical use of systems from experiments with such technologies and, conducting pedagogical workshops with students of Basic Education. Both SARndbox technology and LandscapAR enabled learning in a constructive and playful way, allowing the abstraction of knowledge related to the representation of relief in three dimensions

Keywords: Geography Teaching. Cyberculture. Geotechnology. Hypnometrics. Model.

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