EMERGING TECHNOLOGY
WITH SWIFT PLAYGROUNDS & ADOBE AERO

FULL SAIL
UNIVERSITY

Workshop Description

Students will get hands-on experience in programming, augmented reality, and user experience in this engaging technology-focused workshop. Using Adobe Aero, students can bring their creativity to life in the world of augmented reality. With Swift Playgrounds, students will experiment with programming in a way that makes learning fun.

Workshop Length

This workshop experience can be adjusted to accommodate **45 - 90 minute** class schedules.

Learning Goals

At the close of this workshop, participants will be able to:

Identify programming fundamentals and understand the lifecycle of an application from concept to the end user experience.

Create an Augmented Reality video by completing the following **four objectives**::

1. Navigate Adobe Aero application
2. Scan a flat surface
3. Add triggers and actions to asset
4. Record a short preview video of AR asset with movement

Set-up & Preparation

All supplies, including iPads, will be provided by our facilitator for this presentation and we can present throughout the day to accommodate multiple classes. Teachers are also welcome to select a different workshop experience for each class.

Helpful Links

https://www.fullsail.edu/area-of-study/technology - Technology Programs
https://hub.fullsail.edu/related-topics/emerging-technologies - Informational content