



Using Augmented Reality(AR) in the Context of Flipped Learning (FL)to Gamify Learning Experience of Students in BCH4022 and BCH4022A Environmental Toxicology

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Abstract No.: 6000700

Abstract

Since 2016 when the most popular augmented reality (AR) game Pokemon Go, AR is no longer new to us. Through flipped learning (FL), students will encounter self-study learning materials of a topic for the first time rather than through attending a face-to-face lecture. Then students are expected to engage in classroom activities with their peers to apply the knowledge they learnt before class. The teaching team also provides timely feedback to ensure intended learning outcomes (ILOs) are achieved. This project intends to use AR to facilitate FL as an innovative teaching method to gamify learning experience in a course BCH4022 (and BCH4022A) Environmental Toxicology, currently offered for BSc in Chemistry in Department (CHEM) of Chemistry at City University of Hong Kong (CityU).