



fordys
VAR

Fostering Inclusive Learning
for Children with Dyslexia

Manual

FORDYSVAR

AR

English

<https://fordysvar.eu/es/>



Cofinanciado por el
programa Erasmus+
de la Unión Europea



UNIVERSIDAD
DE BURGOS

AR
SOFT



EM
EUGENIO MEDEA

I+D+i
Hveloce
LOS GRANDES SON HECHOS DE GRANDES

USER MANUAL - FORDYSVAR AR

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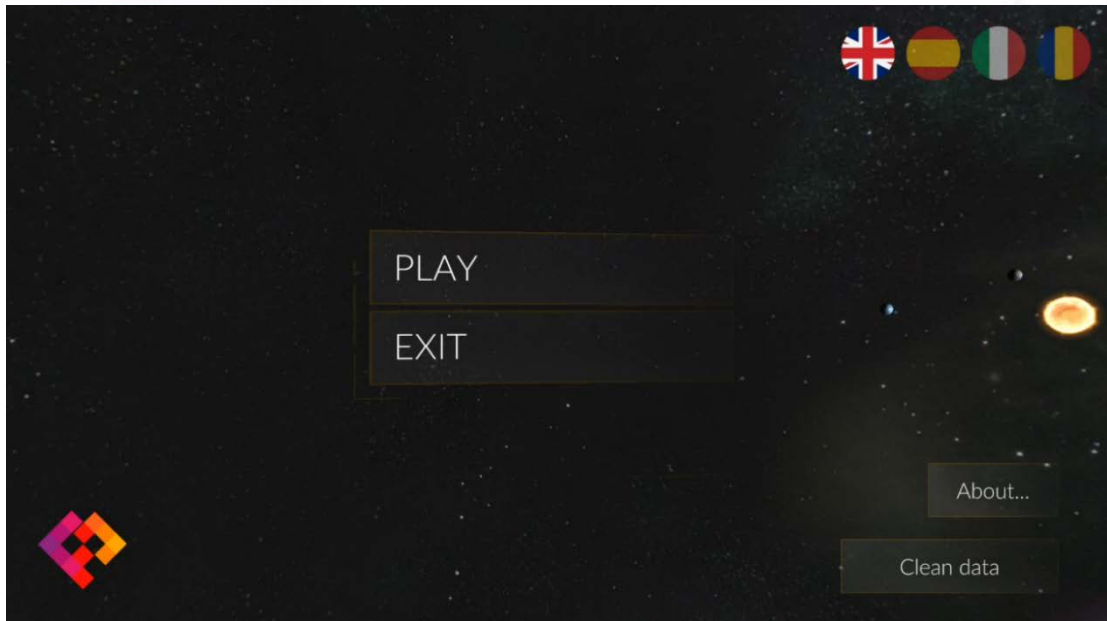
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MENU

In the AR version the Menu changes slightly since it also allows us to choose the world and the activity.


This means that there is no mother ship as such and the point from where we control our progress is in the Menu itself







< FLURIDIUM

Formula

Magic Squares 

Latitude 

Temple 

The screenshot shows a dark space background with a glowing blue planet. On the right side, there is a faint, light-colored molecular structure. The text is displayed in white and yellow boxes.

< Fluorite Formula

In this world we find enemies who are sensitive to fluorite, which is the predominant mineral in this world. For this, it is very important that you remember that its chemical formula is $\text{Ca} - \text{F} - 2$ and that it is a thermoluminescent mineral. You must discover the molecules that

START ACTIVITY

The screenshot shows a dark space background with a glowing blue planet. The text is displayed in white and yellow boxes.

GAME ACTIVITIES

FORDYS AR activities are based on and adapted from the VR version. To consult information about these activities, consult them in the *User Manual - FordysVAR VR*.

These activities are FORMULA, MAGIC SQUARES, LATITUDE, AND TEMPLE (Final). The operation is very similar to those defined for VR changed so that they can be played in this version.

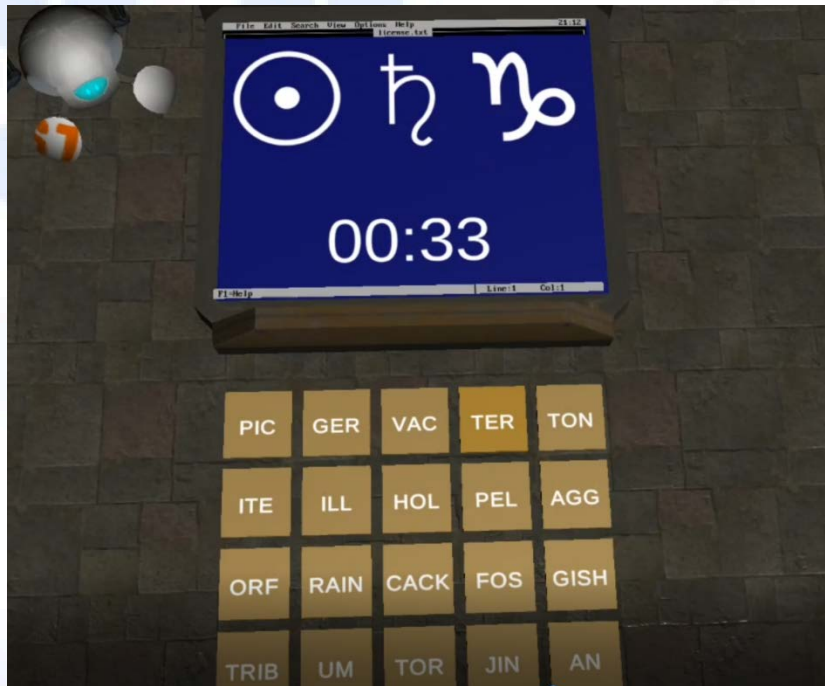
The interaction in the activities will obviously be carried out with the finger in a tactile way as it is a mobile device

Formulas Fluridium Activity

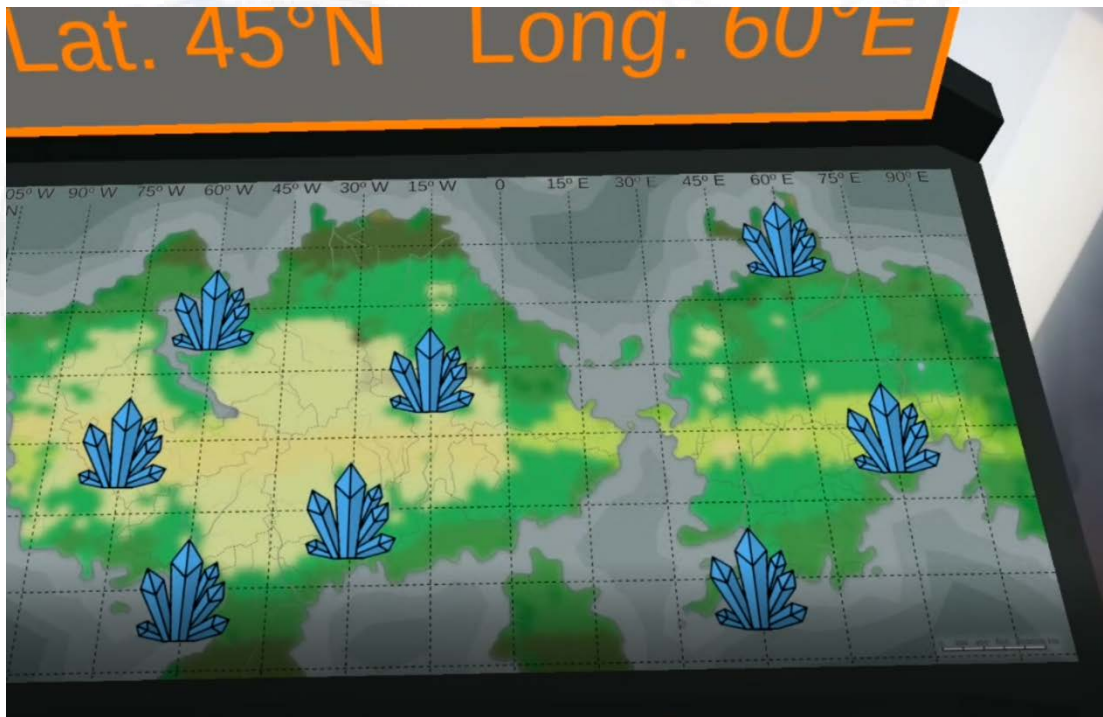




Fluridium Magic Squares Activity



Latitude Fluridium Activity



MARKER

We will need the marker to place our AR content. The marker to be used (provisionally) is as follows:

It is recommended to print it to be able to place it where we want.



To recognize the marker correctly, it is recommended to place it in a place with sufficient light, without reflections, that it is completely visible, point it straight ahead ...

If we follow these guidelines, the content will be more stable and the AR technology will work better. The experience will ultimately be more satisfactory.

