

1. Inspirations

ER: ideas & inspirations

ER + AR (ARTutor / Mirage XR: ideas & inspirations)

For my lesson / my design: first thoughts, ideas & plans

Examples:
Mars
project

2. Exploration/Preparation

Application issue / problem / idea to realize:

scope content context

target group (didactical principles)

Title:  Keywords:

Pre-requisites:

3. Design

Learning goals	Activities / tasks	(expected) outcomes
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Activities in detail: what do we do, when, why, how...

Tools (physical & AR components)	Functionalities (ARTutor, Mirage XR)
interactions:	

AR-ER
cards

Assessment: how do we know / determine goals are realized?
How do we measure outcomes?