



The Project

AR4Youth centralises at training young people in conceiving, designing and implementing an Augmented Reality (AR) project for digitising and augmenting books, guides or manuals.

The Aim

Acknowledging the necessity of preserving our cultural heritage which constitutes the basis of our values, beliefs and aspirations the project used as case studies classical fairy tales in Greek, Lithuanian and Estonian, which were transformed into digitally AR texts



The Partners



Coordinator



Technical Partner



Culture Expert / Youth



Youth Organisation



Technical Partner



Youth Organisation

AR4Youth

Training Young People on Augmented Reality Authoring
Showcasing Intangible Cultural Assets as Use Cases



Co-funded by
the European Union



The Tool

Have you ever thought of designing and implementing Augmented Reality projects for fun, for work or for enhancing your advanced digital skills? And if you are a youth worker, have you ever considered designing and implementing AR projects with youth, at your training programmes? Try our AR4Youth Facilitator to get your digital skills to another level!



www.ar4youth.eu



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The Benefits

01.

For Learners

- Learn how to design & implement a project according to the Design Thinking Methodology;
- Identify & organise research materials for the AR projects;
- Create & edit AR projects.

02.

For Youth Workers

- Develop new technological interactive training sessions for young people;
- Plan & coordinate teamwork;
- Support young people to enhance their digital skills.

