



# AR4 Youth Facilitator Design Thinking Methodology

1

## Overview

**Overview of the implemented project containing information about it such as a short summary of what the project is, the activities implemented and the materials used to complete it.**

2

## Discover

**Phase 1 focuses on the execution of desk research for collecting information and learning about the topic/ thematic of the project.**

3

## Understand

**In the current phase the intention is to understand the Main Topic and any subtopics for in depth research. The aim is to acquire a deep understanding of the topic, obtain background information, examine the target group and identify their needs and wants.**

4

## Design

**After the in-depth research, phase 4 focuses on designing the Augmented project. At this phase, you identify and/or create the augmentations, you sketch where they should be placed in the .pdf and upload your augmentation files.**

5

## Prototype

**At this phase, it is time to implement a first draft of your Augmented project utilising the material collected and the sketch/ layout created in the previous phase.**

6

## Test

**In the current phase the intention is to involve users from the intended target audience to test the actual product. Then, obtain feedback from the users involved and use it to optimise the prototype.**

7

## Share

**The final phase focuses on creating information about the sharing of the AR project to the target audience.**

By using AR technology, AR4Youth is designing and digitising stories from around the world, ensuring that these timeless tales can be enjoyed and shared with future generations.

You can learn more about it on our project's [FB](#) and [website](#).



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.