ONLINE EDUCATION: TEACHING IN A TIME OF CHANGE

• Paper / Proposal Title:

Effectiveness of Mobile Learning in the Form of Augmented Reality (AR) Tool Usage in Online Design Education

• Author(s) Name:

H. Merve Demirci, D. Can Hatunoğlu

• University or Company Affiliation:

Atılım University

• Abstract (300 words):

In the established design studio courses, the design projects progress with studios' table critics presenting students' developments to researchers, academics, teachers, and lecturers. Due to the recent Covid-19 pandemic, researchers, teachers, and students are challenged to adapt to a range of new educational tools, techniques, and learning methods. Thus, in design studio courses, projects that had to be carried out remotely due to the pandemic, physical models, or freehand sketches used in face-to-face critiques were interrupted. Students had to change their approaches and urge to use different technological tools. In other words, in face-to-face design education, students must prepare their initial ideas in freehand sketches and mock-ups to develop and finalize their design projects. So, these preparations are a crucial stage of design studio courses. However, studio lecturers had to locate technology in the focus of studio courses with the pandemic process. Integrating technology into design studio courses offers different advantages for both students and lecturers. Mobile-learning (M-learning) has become an important technology component in design education. M-learning enables students to learn, collaborate, share their ideas independently from time and place with the
internet's help and recent technological developments (Park, Nam, and Cha, 2012). The study aims to identify M-learning adaptation's strengths and weaknesses in design studio courses. In that sense, the study focuses on a specific AR tool (Adobe Aero) usage during the design projects' decision-making phase in online design studio courses. To achieve this, information was collected through; a series of observations from the decision-making phase of a graduation project of an industrial design student, and a semi-structured interview with the student was conducted. After qualitative data analysis, the research reveals the importance of using an AR tool in design education regarding its positive contribution to the M-Learning adaptation.

**Keywords:** Augmented Reality, Adobe Aero, M-Learning, AR in education

• **Author(s) Biography (200 words each):**

Hatice Merve Demirci is research assistant in the Department of Industrial Design at Atılım University, Ankara, Turkey. She graduated from the Department of Industrial Design at Middle East Technical University in 2015. She received her MSc degree from the Department of Industrial Design at Middle East Technical University (2018), where she is currently continuing her PhD studies. Her research interests are; user experience design, user interface design, conversation design research, chatbots and their design considerations, design education, sustainable design education, and life-long learning.

Doğan Can Hatunoğlu is research assistant in the Department of Interior Architecture and Environmental Design at Atılım University, Ankara, Turkey. He graduated from the Department of Interior Architecture and Environmental Design at Bilkent University in 2013. He received his MSc degree from the Department of Industrial Design at Middle East Technical University (2019), where he is currently continuing his PhD studies. His research interests are; design management, collaboration in design, participatory and co-design methods, design education, and design culture.