



Science Center To Go



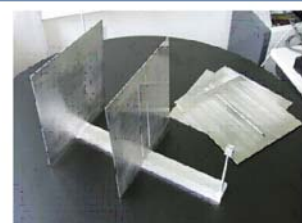
Science Center to Go

A mixed reality learning environment of miniature exhibits

The Science Center to Go (SCeTGo) project aims to bridge the gap between formal and informal education, to promote science learning at all levels, and to assist in ensuring that science not only holds a high place in teaching curricula but also promotes creative problem solving and learning-by-doing.

The overall objective, through the exploitation of Augmented Reality (AR) is to integrate experiential learning and supporting materials provided by scientists and educators into a comprehensive knowledge base for learning open to the public.

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wing dynamics
quantum mechanics
doppler effect
classic mechanics
molecule movement