

Digital Industry

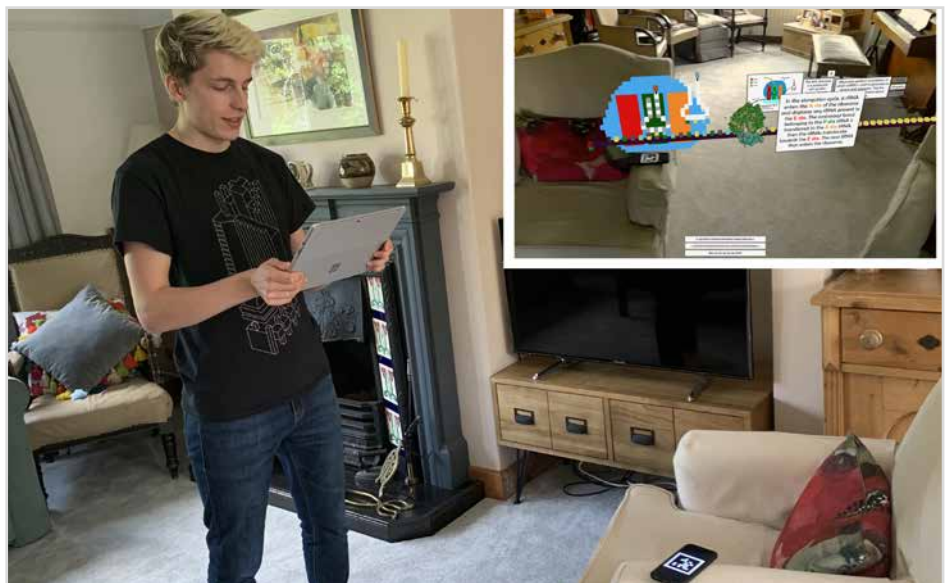
# EdAR

Educational Augmented Reality Apps for Engineering & STEM



**STARTUP CREATION:** EDAR LTD. (UNITED KINGDOM)

**PARTNERS:** University of Edinburgh (United Kingdom), DTx Colab (Portugal), Babcock Marine Rosyth (United Kingdom), University of Minho (Portugal), Theorem Solutions (United Kingdom)



## Augment the way you teach

Engineering and STEM deal with complex 3D concepts, but teaching is mostly delivered in 2D. EdAR helps educators integrate augmented reality modules making learning more intuitive by overlaying 3D holograms onto the physical world.

Engineering and STEM routinely deal with complex 3D concepts, but teaching is mostly delivered in 2D. We know augmented reality improves learning by overlaying 3D holograms and explanations onto the physical world. Many educators want to use AR but most find it challenging to design effective and immersive educational experiences.

EdAR works with educators in universities and industry to develop high quality AR teaching modules that can be easily integrated to curriculums around the world. EdAR has worked with biologists on apps to teach protein synthesis, with medics to teach interpretation of X-rays and with engineers to teach injection moulding.



THE FUTURE OF  
EUROPE'S DIGITAL  
INNOVATION

eitdigital.eu  
f o i n t w @EIT\_Digital



EIT Digital is supported by the EIT,  
a body of the European Union

## Competitive Advantages

- Complete AR platform for academic excellence
- Teaching content seamlessly integrates into existing curriculum
- High quality teaching Experiences tailored to subject and educational approach

## Target Markets

- Academic educators
- Industrial instructors
- Content can be tailored to be used globally

## Status/ Traction

- Pilots are underway at University of Edinburgh, University of Minho and Bosch
- Partners are Univ of Edinburgh DTx Colab, University of Minho, Babcock Marine Rosyth and Theorem Solutions.

## Road Map

### 2020

- Development of EdAR platform and client apps for iOS, Android and Hololens
- Development of 4 Teaching Experiences

### 2021

- Enhancements to EdAR platform and client apps
- Partnerships with 2 new educational partners
- Development of 10 further Teaching Experiences

## Leveraged Technologies

Theorem Solutions' Digital Realities platform provides: a pipeline from 3D CAD models to create 3D assets suitable for AR; server software to deliver these assets to multiple users and devices; AR-based 3D user interaction libraries. ShapeSpace will provide marker- and model-based object tracking libraries. University of Edinburgh will provide existing demonstrator apps from ongoing projects and libraries for building a learning experience in AR, including logging and assessment.

## Contact



**Dr Andrew Sherlock,**  
Activity Leader

e: [A.Sherlock@ed.ac.uk](mailto:A.Sherlock@ed.ac.uk)  
t: +44 7747 012555

University of Edinburgh, King's Buildings,  
Edinburgh, Scotland, EH9 3FB



[uniedar.com](http://uniedar.com)

 [@EdAR\\_UoE](https://twitter.com/EdAR_UoE)

 [company/edar-experiences/](https://www.linkedin.com/company/edar-experiences/)

**EdAR is an innovation activity proudly supported by EIT Digital.**

EIT Digital supports entrepreneurial teams from research and business organisations in launching new startups and new products in agile 12-month projects called innovation activities. These activities are embedded in EIT Digital's European ecosystem and receive a financial co-investment to package their technology, sign up customers and attract investors.