

# ARLearn Cloud Services

Citation for published version (APA):

Ternier, S., & Klemke, R. (2015). ARLearn Cloud Services. Software

## Document status and date:

Published: 12/01/2015

## Document Version:

Peer reviewed version

## Please check the document version of this publication:

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# ARLearn Cloud Services v1.0

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## Abstract

ARLearn is a tool suite for educators and learners supporting mobile serious games. Learners can use the ARLearn app to organize a fieldtrip, exploring and annotating the real world, while teacher can monitor their progress in real time. The ARLearn platform is intended for teachers that organize a field trip, but can support other serious game scenarios as well. For instance, ARLearn is very suited to script simple game logic on a mobile device. With the authoring tool, one can create a series of message and define event and time wise when the messages are to be shown to a learner.

The Cloud Services are a server package for ARLearn and implement the ARLearn persistence layer, notifications and many more services. This code can be downloaded to host your own (modified) ARLearn cloud. However, both developers and ARLeans would in a normal situation make use of the existing ARLearn cloud that is available at <http://streetlearn.appspot.com/> . Users typically use this site to create their game content. Developers can interact with the ARLearn backbone through JSON based REST services.

## Version & change log

Version	Date	URI
1.0	30-Dec-2014	

## Source code

Code license

GNU Lesser GPL

Access to source code

Repository: <http://code.google.com/p/arlearn.gae/>

Execute the following statement

```
git clone -b v1.0 https://code.google.com/p/arlearn.gae/
```

## Installing the project

This project relies on Google App Engine. Therefore use the Google Plugin for Eclipse. IntelliJ offers support for GAE, tick of “Google App Engine” when importing the project.

## Dependencies

This package relies on the following libraries

Only for compilation:

- gwt-user
- smartgwt 4.0
- gwt-gae-channel 0.4

Export to WEB-INF/lib (necessary at runtime)

- apache commons file upload
- apache commons logging
- Google Cloud messaging server libraries
- JDOM (<http://www.jdom.org>)
- jersey (<http://jersey.java.net>)
- jettison ([jettison.codehaus.org/](http://jettison.codehaus.org/))
- twitter4J (<http://twitter4j.org>)
- html parser (<http://htmlparser.sourceforge.net/>)

Furthermore this code builds upon the ARLearn toolkit (Ternier, 2012).

## References

Ternier, S., Tabuenca, B., Klemke, R., & Specht, M. (2012). ARLearn (version 2.0) [Software]. Heerlen, The Netherlands: Open Universiteit. Available under the GNU Lesser General Public License (LGPL3)



