

Advisory No. **064**, s. 2024dd
 November 4, 2024
 In compliance with DepEd Order (DO) No. 8, s. 2013
 this advisory is issued not for endorsement per DO 28, s. 2001,
 but only for the information of DepEd officials,
 personnel/staff, as well as the concerned public.
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CREATIVE FUTURE MOBILE EXHIBIT

The Kharmela Events Travel and Tours announces the conduct of a mobile exhibit titled Creative Future Mobile Exhibit for School Year 2024–2025 for elementary and secondary school students. The activity aims to provide the students with hands-on experience with emerging technologies, enhance their understanding of technological concepts through interactive exhibits, and promote collaborative learning, discussion, and innovation. The activity includes:

Module I: Interactive Gallery		Module II: Trick Art /Optical Illusion	
Activity	Description	Benefit	Description
1. Human Body Visualization	Visualizes the location of muscles, internal organs, and the skeletal system using Augmented Reality (AR)	1. Enhances Visual Perception	Stimulates visual perception and helps students understand how the brain interprets visual information
2. Emerging Technologies Information	Short informative sessions about the latest technological advancements	2. Encourages Critical Thinking	Requires critical thinking to analyze perspectives, angles, and image manipulation
3. Art Comes Alive	Art pieces come to life by using a Creative Future Mobile Exhibit camera app	3. Promotes Creativity	Inspires creativity and imagination, encouraging students to think outside the box
4. Virtual Reality (VR) Sports	Engages in VR sports, allowing students to play in a virtual environment	4. Teaches geometry and Mathematics	Provides a fun way to learn and apply these concepts
5. Holographic Keyboard	Experiences typing on a holographic keyboard	5. Improves Spatial Awareness	Enhances spatial awareness and understanding of spatial relationship
6. Augmented Reality Magazines	Discover how AR can enhance magazines and books, bringing static content to life	6. Engages Multiple Learning Style	Appeals to visual, kinesthetic, and tactile learners
7. Space 3D	Allows students to explore space in three dimensions	7. Simulates Discussion and Collaboration	Encourages teamwork and exchange of ideas through group activities and discussion
8. Dino 3D	Brings extinct animals like dinosaurs into life	With the Creative Future Camera App, students can make the trick art come alive.	
9. Atom Visualizer	Visualizes atoms and molecular structures through AR		
10. Artificial Intelligence (AI) Instruction	Engages in conversations with AI. Learning its potential applications and future impact		
11. Metaverse Experience (ME)	Experiences Meta’s metaverse firsthand, understanding the possibilities of a virtual world		
12. Augmented Reality Chemistry	Conducts virtual chemistry experiments using AR		
13. Anime Photo Booth	Transforms students into their favorite anime characters		

Participation of learners and teachers from public and private schools shall be purely voluntary and will not hamper instructional time in compliance with the provisions of DepEd Order (DO) No. 009, s. 2024 titled Implementing Guidelines on the School Calendar and Activities for the School Year 2024–2025 and DO 9, s. 2005 titled Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith and the policy on off-campus activities stated in DO 66, s. 2017.

This is also subject to the no-collection policy as stated in Section 3 of Republic Act No. 5546 also known as An Act Prohibiting the Sale of Tickets and/or the Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities (Ganzon Law), issued in DO 19, s. 2008, and reiterated in DepEd Memorandum No. 041, s. 2024.

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