

# Magic in a Pizza Box

A Zero-Cost, Low-Barrier Augmented Reality  
Workshop for Special Education



PROTOTYPE V 0.1

AR MARKER

FOLD HERE

RECYCLED  
MATERIAL

BAGILE

# Breaking Barriers, Not Budgets



The Physical

The Digital



Democratizes technology for classrooms with limited resources.

Transforms passive screen time into active, tactile learning.

Requires no expensive VR headsets or complex IT setups.

The Raw Material: Zero Cost, Readily Available

The Outcome: High-Impact Multisensory Learning

# The Interactivity Paradox

Why removing buttons makes technology more accessible.



## Standard Educational Apps

## Sacosta AR Methodology

**Pace**

Frenetic, fraction-of-a-second decisions.

Contemplative, sequence-based reveal.

**Interaction**

Constant screen tapping.

Physical manipulation of a tangible object.

**Cognitive Load**

High. Saturates the neurological system.

Low. Paced delivery avoids processing bottlenecks.

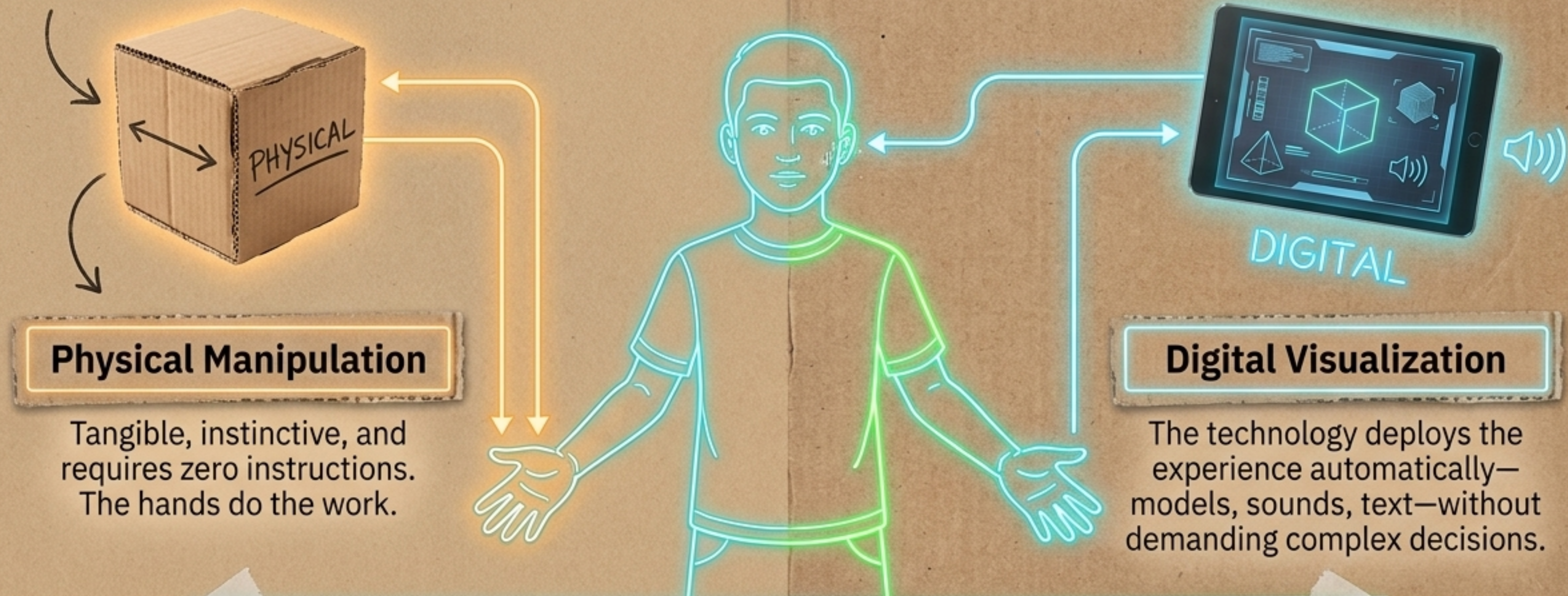
**Outcome**

Anxiety, frustration, and learning blocks.

Absorption, intrinsic motivation, and self-paced progress.



# Separating Manipulation from Visualization



By eliminating the barrier of how to operate the tablet, we bypass anxiety. The student goes directly to what they are learning.

# The Workshop Ingredients



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**Ingredient 1:**  
**Smartphone or Tablet.**

**The Lens.**  
Uses built-in camera.



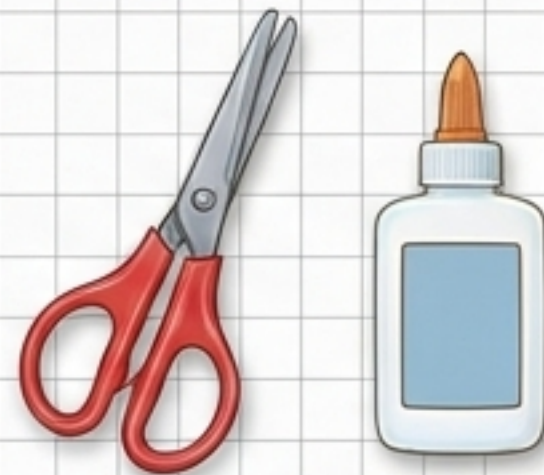
**Ingredient 2:**  
**Recycled Cardboard.**

**The Anchor.**  
A thick pizza box provides the perfect rigid base.



**Ingredient 3:**  
**Sacosta Activity Booklet.**

**The Map.**  
Contains QR codes & printable templates.



**Ingredient 4:**  
**Scissors & Glue.**

**The Tools.**



**Ingredient 5:**  
**Delightex Edu App.**

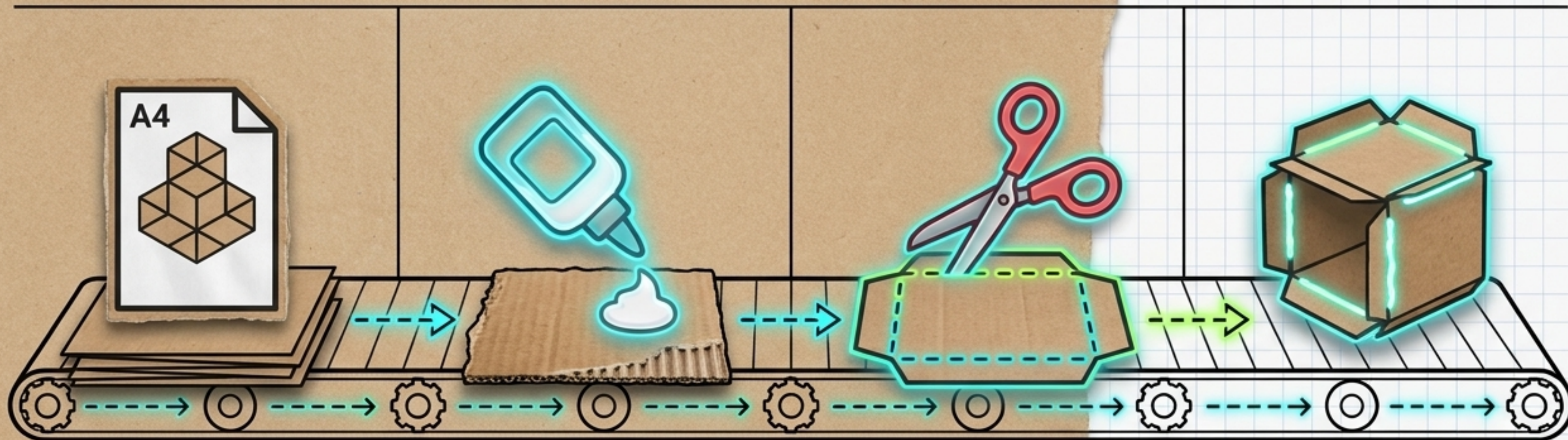
**The Engine.** 100% Free.  
No user accounts.  
No registration needed.

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# The Crafting Assembly Line

Building the MERGE Cube is a fine-motor skills exercise in itself.



## Step 1: Print & Prep

Print the Sacosta template on standard paper.

## Step 2: Reinforce

Glue the printed sheet onto rigid pizza box cardboard for durability.

## Step 3: Cut & Crease

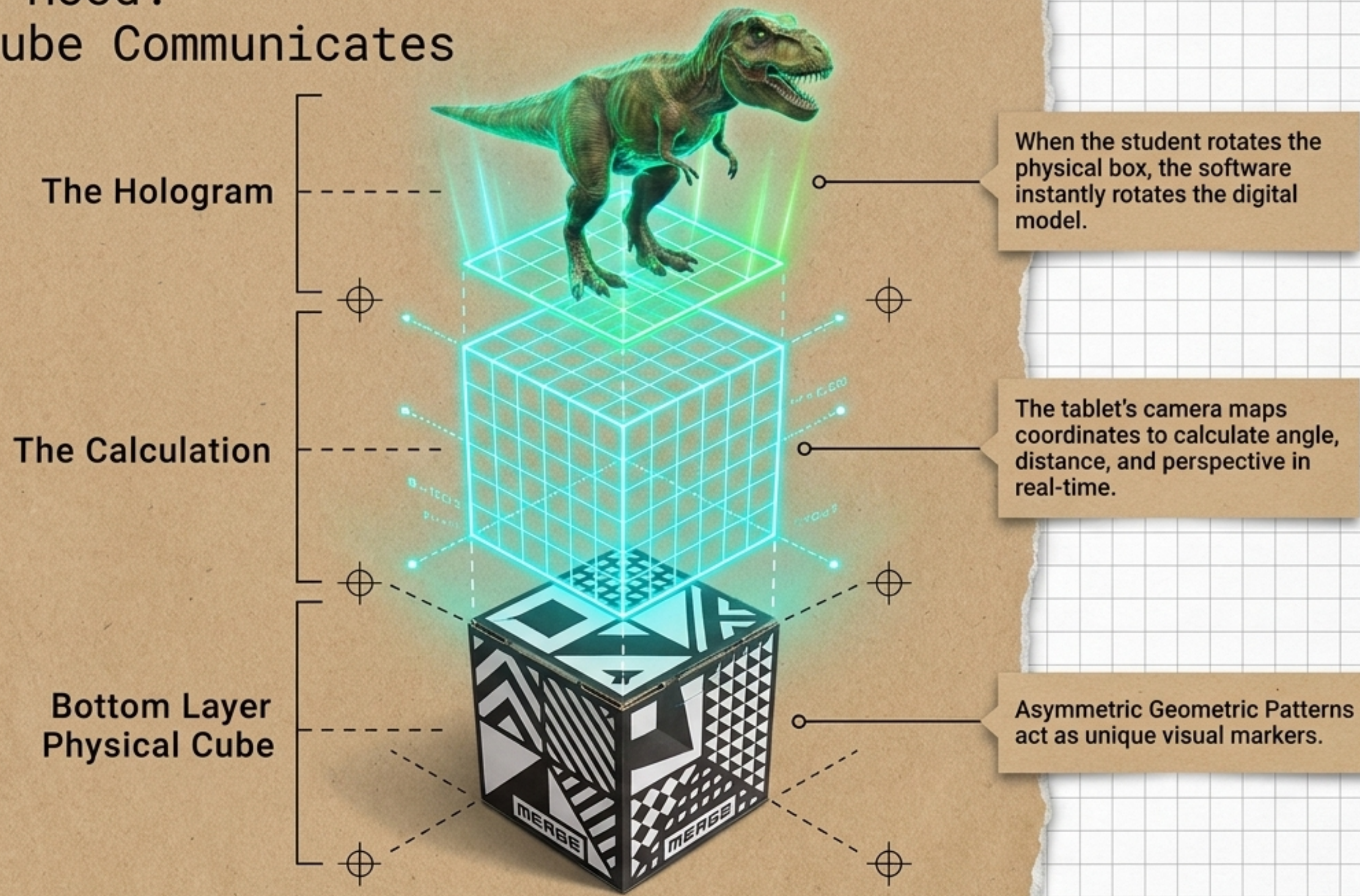
Cut contours. Firmly score the forward and backward folds.

## Step 4: Assemble

Apply glue to tabs to form the 3D cube.

# Under the Hood: How the Cube Communicates

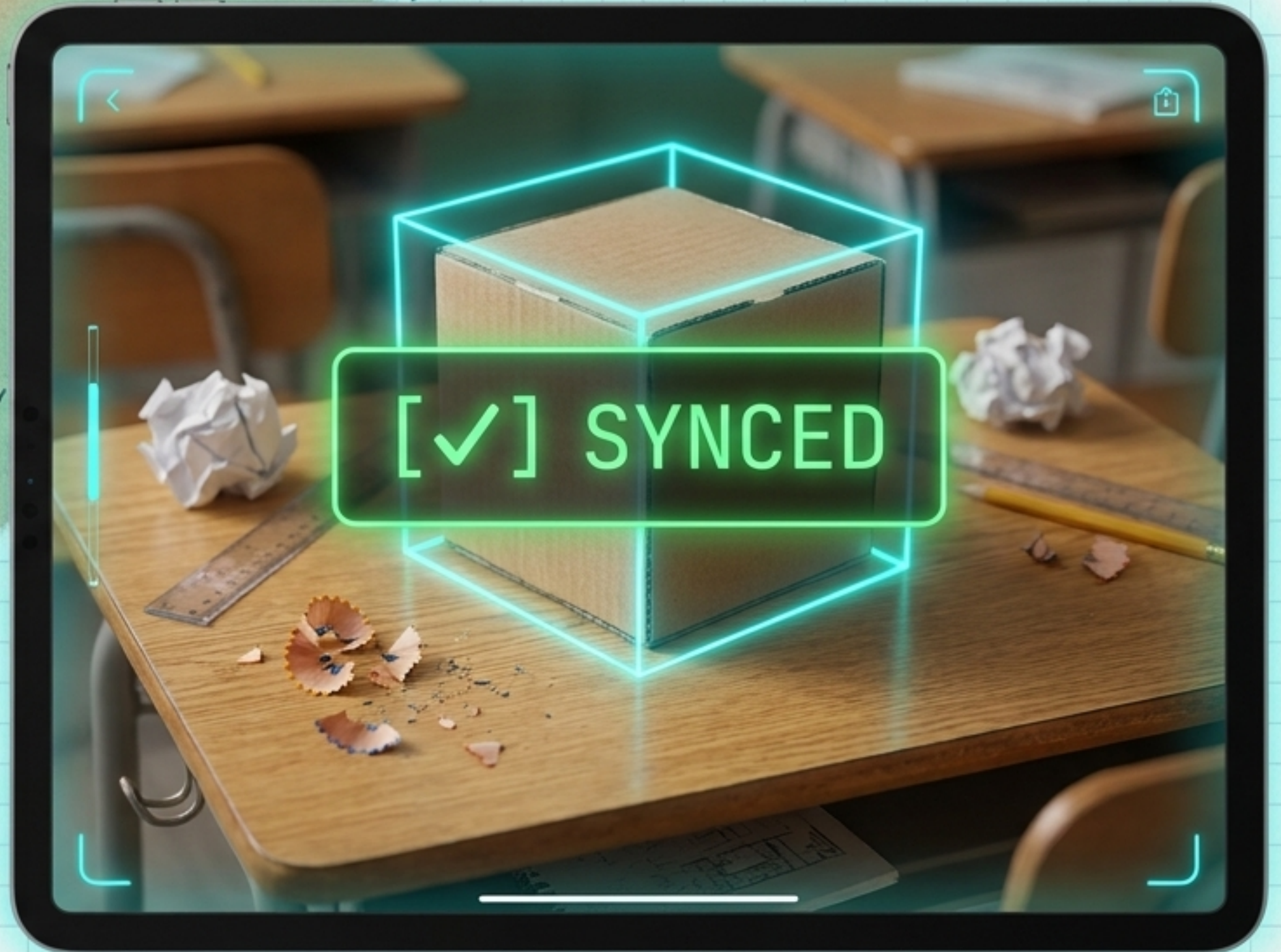
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
# Three Steps to Activation

- ☑ **1. Scan:** Open Delightex Edu and select "Scan QR Code" from the Sacosta booklet.
- ☑ **2. Play:** Press the "Play" button as the activity loads.
- ☑ **3. Align:** Frame the physical cube inside the screen's virtual contour. The AR experience instantly activates.

Maker-space



# The Multisensory Activation Model

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## Tactile (Hands)

Feeling the rough cardboard; twisting and rotating the physical object. (Visuospatial coordination).



## Visual (Eyes)

Watching a dynamic 3D T-Rex moving in space.



## Auditory (Ears)

Hearing the roar of the dinosaur and atmospheric music.



## Cognitive (Brain)

Reading synchronized labels or pictograms.



**Combining 3D visual impacts with auditory input drastically strengthens neural connections, surpassing the retention limits of flat text.**



# In Practice: Bridging the Communication Gap



*Sensory Immersion: 7 Dinosaurs with sounds and music. Rich sensory input for diverse needs.*



*Safe Exploration: Brings the outside world to students in isolation or with reduced mobility (e.g., Vall d'Hebron hospital units).*



*Abstract-to-Real Linking: For non-verbal or autistic students, seeing a 3D action immediately paired with its pictogram instantly solidifies the mental association.*

# The Magic is in the Method, Not the Budget

Technology shouldn't be  
a barrier to entry.

By combining everyday recycled  
materials with zero-cost software,  
we can transform special education.

Simplify the interaction.  
Maximize the learning.



Download the templates  
and scan your first QR  
at [Sacosta.cat](https://www.sacosta.cat)