

# Implementing an Augmented Reality Library Tour

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# Outline

- Augmented reality overview
- Project inspiration
- Demo
- Development and reflections
- Let's play with AR
- Project expansion

Augmented Reality : What is it?

# Examples

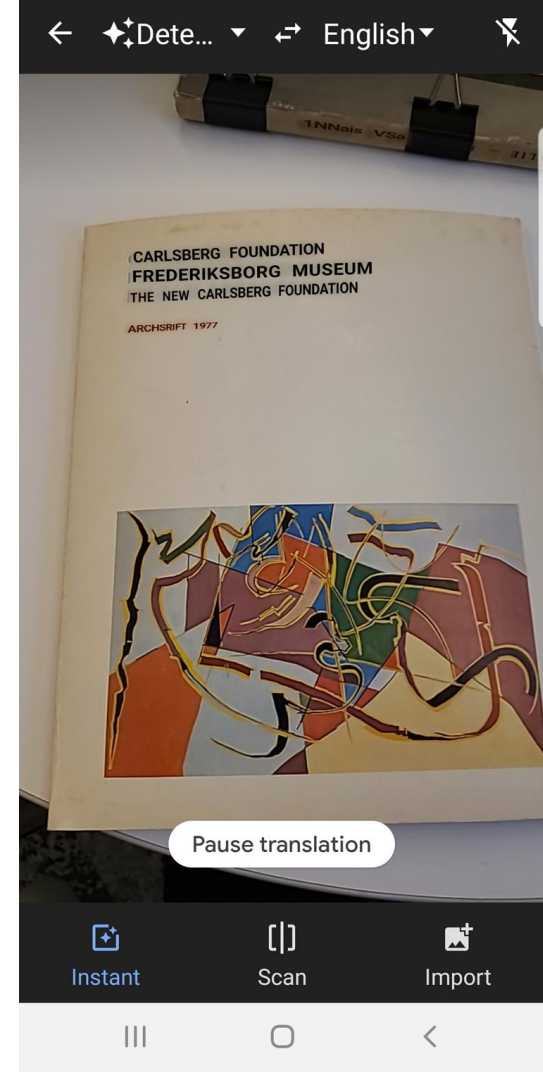
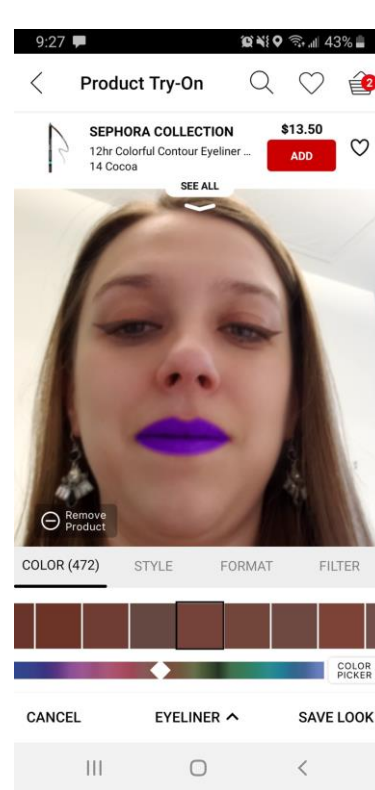
Pokemon Go

Snapchat filters

Google Translate

Sephora app

IKEA Place



# Libraries & AR

“44% had some form of virtual or augmented reality experience available in their libraries. Of the remaining respondents, 34 percent stated that they are either in the beginning stages of creating a program or are interested in starting one in the future.” Pope 2018, p.8



Screenshot by author. Shops on Chorley Road, Swinton 1963, Historypin, Retrieved from:  
<https://www.historypin.org/en/person/31594/explore/geo/12.324202.69.521314.2/bounds/-71.150421.-15.756765.77.7175.154.799392/paging/1/pin/88744>

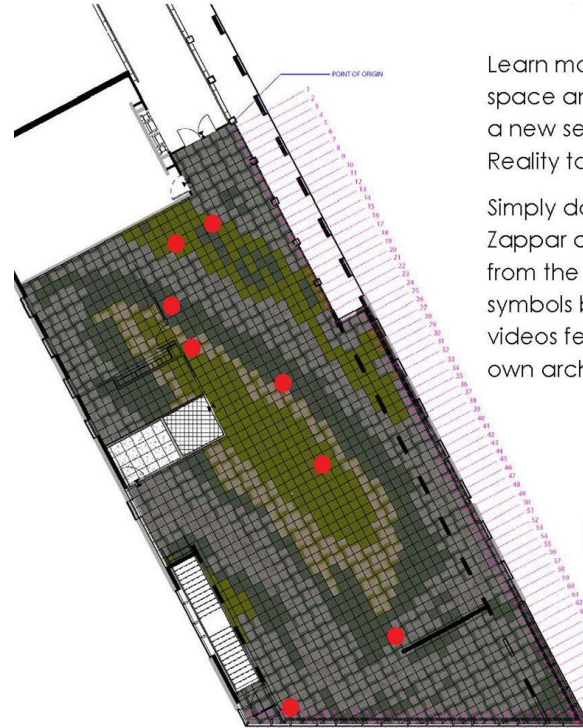
# Architecture Library

## Augmented Reality Tour



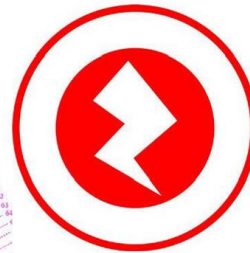
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Learn more about the Library space and collections through a new self-paced Augmented Reality tour.

Simply download the free Zappar app, pick up a map from the Library and scan the symbols below to discover videos featuring some of our own architecture faculty.



# Thank you

Please take a moment to let us know what you thought of this Augmented Reality Library Tour. Your feedback is greatly appreciated!

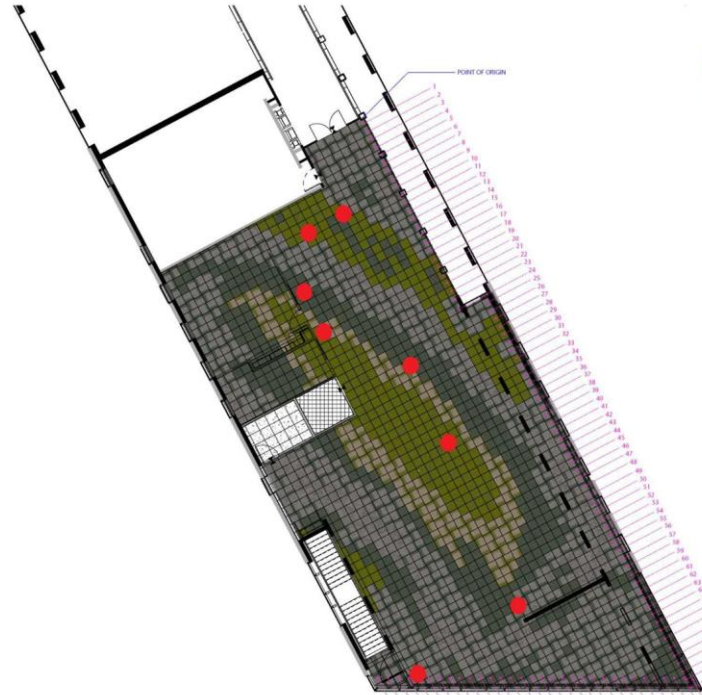
Scan the code below using the Zappar app for a link to an online survey.



## Architecture Library Augmented Reality Tour

Learn more about the Library space and collections through a self-paced Augmented Reality Library tour. We recommend the use of headphones.

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## Instructions

1. Download the free  app through the App Store or Google Play.

2. Locate Zapcodes around the Library using the map.



3. Open the Zappar app and hover over the Zapcodes!

# Development

Platform considerations:

- Cost for organizer and user
- Number of experiences
- Ease of use
- Allow for images/videos/links
- Android and iOS compatible



# The Tour

1. Intro-Jen & Dorothy-link to research guide
2. Materials collection (includes images and link)
3. Library collections (periodicals, books, LC call numbers)
4. Henry & Janna Best Collection (David Fortin)
5. Carpeting(Terrance Galvin)
6. Marble (Terrance Galvin)
7. Plenum (Terrance Galvin)
8. Library workroom (Tammy Gabber)
9. Survey - in brochure



# Considerations

- Video editing software
- Research Ethics Board, depending on project
- Accessibility challenges
- Language barriers
- Technology requirements of participants



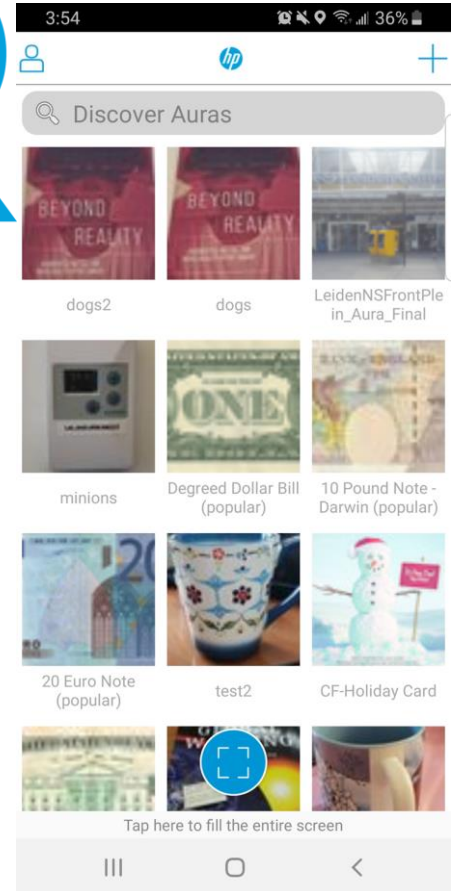
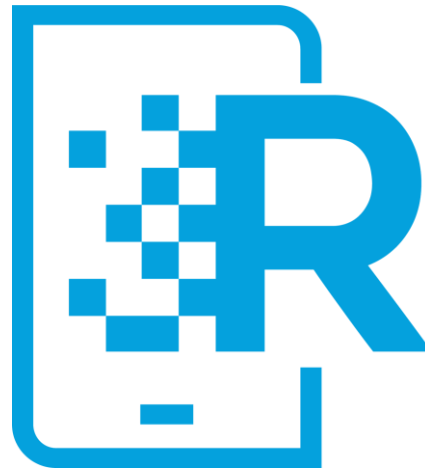
# Reflections

- Promotion
- Tying in with instruction/event
- Offline version
- Reach out to others!

# Let's play

1. Snap a picture (group shot, selfie, etc.)
2. Send it to [jross6@laurentian.ca](mailto:jross6@laurentian.ca)

1. Download HP Reveal App
2. Take a photo
3. Add an overlay (from your device or their own overlays)
4. Scan to test it out!



# Project Expansion

Laurentian University Strategic Plan Outcome #4: “We will be a hub for arts and culture, increasing awareness of the artistic and cultural contributions of Indigenous, Franco-Ontarian, and other Northern artists.”

# Bibliography

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