Implementing an Augmented Reality Library Tour

Jennifer Ross
Laurentian University
January 30 2020
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
“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
Architecture Library
Augmented Reality Tour

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.

Instructions

1. Download the free Zappar 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
<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
<th>H</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timestamp</td>
<td>What is your level of Study?</td>
<td>How did you enjoy the augmented reality Library tour?</td>
<td>Did you learn anything new about the Library?</td>
<td>How would you rate the quality of this augmented reality experience?</td>
<td>Was the app that you downloaded easy to use?</td>
<td>How could we improve this tour?</td>
<td>Any additional comments to add?</td>
</tr>
<tr>
<td>2</td>
<td>9/25/2019 16:19:01 Graduate student</td>
<td>5</td>
<td>5</td>
<td>Yes</td>
<td></td>
<td></td>
<td>More personal stories and quips</td>
</tr>
<tr>
<td>3</td>
<td>10/1/2019 10:38:11 Undergraduate student</td>
<td>5</td>
<td>5</td>
<td>Yes</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
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

1. Download HP Reveal App
2. Take a photo
3. Add an overlay (from your device of 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


