

# Connected Library

## Create Magic In Your Library With Augmented Reality (AR)!



**A**re you looking for an easy-to-use tool? Would you like to enrich your students' learning experiences in an engaging way? Whether you are seeking a tool to gamify a learning experience, to support inquiry, to create an intriguing product, or to simply insert interesting digital content into print material, look no further. You need the magic of augmented reality!

### WHAT IS AR?

An AR tool allows you to insert digital content into something concrete or real, like an image. AR “typically uses one of two built-in technologies — a camera or a GPS —to gather the input that allows it to display information, data, videos, illustrations, or images based on the user’s surroundings” (Demski, 2013, p. 19). Once you’ve downloaded an AR app, you require two or three things: a trigger, an overlay and, in some cases, a channel. A trigger can be an image, object, tag, time, or even the location of the device (or user). An overlay is the content, such as a video, a podcast, or a URL, that you link to the trigger. You then upload your content to a channel so users can find it.