



AR Tools

There are many AR tools available. Below are a few popular ones you might like to try!

Aurasma (2014, aurasma.com) uses the term “Aura” for their augmented reality experiences. “Every image, object and even place can have its own ‘Aura,’ which is our term for an augmented reality experience! Through these Auras, magazines come to life with videos, adverts offer special deals through web click-throughs and quizzes, catalogues launch 3D product models, and much more. Teachers also create Auras to add engaging digital information to printed materials in their classrooms” (para. 1).

Layar (n.d., layar.com) claims “any image can be enhanced with digital content. Easily place links, videos, slideshows and more on top of everyday print material” (para. 2).

Wikitude (wikitude.com) promotes its product as “...the world’s easiest augmented reality creation and management tool. Publish your AR content to the Wikitude App or your very own app” (Juniper Research, 2014, para. 2). Byrne (2012) recommends

using Wikitude (wikitude.com), an application for iPhone, Android, Blackberry, and Windows Mobile phones ... simply point your phone’s camera at buildings and other objects, and you’ll discover Web content that’s related to what you’re looking at. Switch on your phone’s GPS, and you can use Wikitude to browse Tweets, YouTube video, Facebook updates, Flickr images, and Wikipedia entries about your current location (p. 17).

WHY WOULD YOU USE AR?

In addition to the obvious motivation factor, there are a multitude of applications that make AR one of the most exciting and forward-minded tools available. So what will you start with? Maybe some book jackets as triggers linked to overlays of the book trailers? Or some key word triggers from historical events with overlays linked to websites and reenactments? Picture collaborating with a team of teachers to develop a quest, an interactive museum, a treasure hunt. Remember students can create AR products too. What follows below are a few projects I find inspiring. They have the potential to be replicated using a wide range of topics and across grade levels.

1. Around the world with augmented reality. Read Edelman’s (2014) paper (klo.lesley.edu/tag/kin-dergarten). This paper describes how Kindergarten students explored and shared information about their diverse backgrounds using the AR app Layar.

The teacher took a photo of each student and hung the portraits around the room connected to a map showing each country of origin. These portraits served as the trigger images. The family interviews were then brought to life with students recording narratives about their cultures in GarageBand. Ms. Dooley also worked with students to collect images of their country’s flag, special foods, and traditions. All of these assets were then brought into Layar, where she created a new “campaign,” which is essentially a collection of augmented reality pages. Students could then hold up the iPad to the student portraits hung about the room and watch their classmates’ cultures come to life (Edelman, 2014, para. 3).