

Augmented Reality Uses in Libraries

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What is Augmented Reality?

This definition from American libraries does a good job describing what Augmented Reality is "First created in the 1960s, AR (as well as **virtual reality** ... takes 2D information and transforms it into 3D, enabling a virtual hands-on experience without actual items."

How can Libraries use AR?

The possibilities are endless!

Here are a few of the many possibilities:

- Virtual Tour of the Library
- Book Reviews by Patrons of Books they have read - when book is scanned video pops up
- Book Trailers of Books - when book is scanned book trailer pops up
- Directions - Video or Audio
- Read along books - when page is scanned the book is read to the person.

Resources for using AR and also creating content:

- Layar
- Aurasma
- ColAR Mix
- AR Flashcards

Contact Information



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*Look under the presentations page for tons of resources on using Augmented Reality in Education including video tutorials

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