

# Welcome to “Put Augmented Reality into Your STEM”

Download the Following Apps for Today’s Session

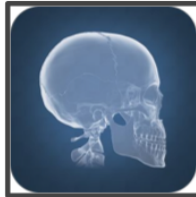
Aurasma



Skin & Bones - Smithsonian Institution (not for Android use)



Elements 4D - Daqri



Anatomy 4D - Daqri



# Put Augmented Reality in Your STEM

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Walsh University



# Question for You

## My knowledge of Augmented Reality is...

Respond at [PollEv.com/lisabaylor245](https://PollEv.com/lisabaylor245) Text a **CODE** to **37607**

Answers to this poll are anonymous



# What is Augmented Reality (AR)?

- Overlay of computer-generated images or videos on real-world scenes
- An “information layer” activated by real-life “targets” or “triggers”
  - location, picture, pattern



Where have you seen AR?



# Not Just in the Movies Anymore...

Iron Man



Avatar

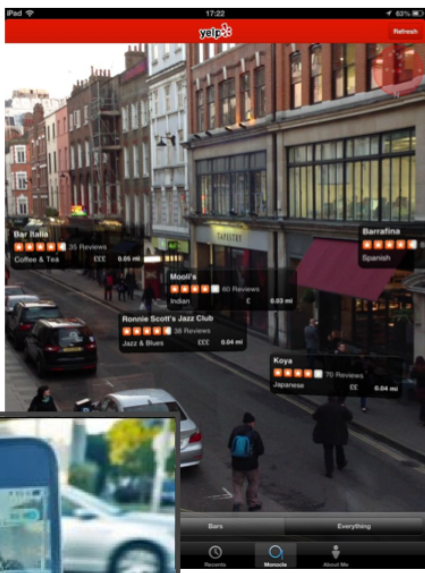


# AR in the Real World



Lines on the Football Field

Pokemon GO Characters



# An Example of AR in the Math Classroom



Watch as 5th grade students use AR to create peer mini-lessons on how to solve math problems



# Classroom Applications

- Homework Mini-Lessons: When students scan a page of their homework, the page reveals a video of their teacher helping them solve a problem.
- Staff Photo Wall: Set up a display of teacher photos near the school entrance. Visitors can scan the image of any teacher and see that figure come to life, telling more about him- or herself.
- Book Reviews: Students record themselves giving a brief review of a novel that they just finished, and then attach that "aura" (assigned digital information) to a book. Afterward, anyone can scan the cover of the book and instantly access the review.



# Classroom Applications Continued...

- Yearbooks: From tributes to video profiles, from sports highlights to skits and concert footage, the ways that AR can enhance a school yearbook are limitless.
- Word Walls: Students can record themselves providing the definitions to different vocabulary words on a word wall. Afterward, anyone can use the Aurasma app to make a peer pop up on screen, telling them the definition and using the word in a sentence.
- Lab Safety: Put triggers (images that activate media when scanned by an AR-enabled device) all around a science lab so that when students scan them, they can quickly learn the different safety procedures and protocols for the equipment.
- Foreign Language or ASL Flashcards: With AR, flashcards of vocabulary words can contain a video overlay that shows the translation or how to sign a word.





# Live Examples

- Numberlys (Imagnotron app)
- iSolar System
- Skin & Bones (Smithsonian)
- 4D Anatomy and 4D Elements
- Create Your Own with Aurasma



# Using Aurasma in the Classroom



For more help, subscribe on  
YouTube to: PowerPoint  
Spice



# Now It's Your Turn!

Create Your Own



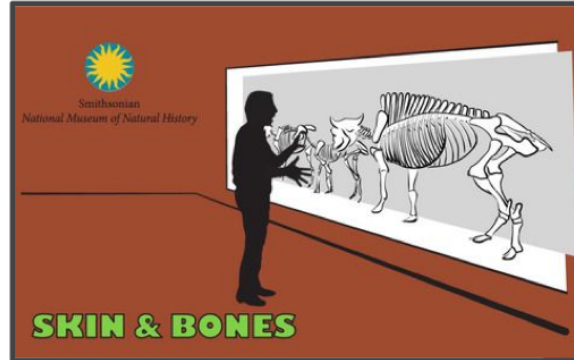
Skin & Bones



Anatomy 4D



Elements 4D





# Share Out

Now that you have learned about AR, can you think of a classroom project you can enhance by using this technology?



*Discover*



*Learn*



*Share*



# AR Resources Shared in Session

- Daqri 4D Elements Blocks - <http://elements4d.daqri.com>
- Daqri 4D Anatomy Targets - <http://anatomy4d.daqri.com>
- Smithsonian Museum Skin & Bones Targets - <http://naturalhistory.si.edu/exhibits/bone-hall>
- iSolar System - Carlton Books, American Museum of Natural History
  - App - iSolar System AR
- The Numberlys - William Joyce & Christina Ellis
  - App - Imagnotron

