Proposal Submission

M-libraries conference – May 28 & 29, 2014

Theme: 2.   Challenges and strategies involved in embracing mobile innovation for libraries

Title: librARy and e-leARning: further adventures with Augmented Reality

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Abstract:

The use of Augmented Reality (AR) in the worlds of entertainment and commerce has increased rapidly in the last couple of years, bringing to life objects, printed matter and even locations by augmenting what is seen around us with additional digital resources. We are also starting to see education exploring the possibilities AR offers both for public engagement and marketing, as well as for enhancing teaching and learning.

During 2012/13 the Library and e-learning worked collaboratively with the Students' Union and others to experiment with AR in a University setting, using agile development techniques and very little money to develop and promote its use and to engage the University community with this emerging technology. The work took four strands:

Augmenting the campus: creating a virtual map of the campus to highlight the location and availability of printers and copiers available for student use
Augmenting an object: bringing a printing press 'to life' through use of video
Augmenting research: with a focus on public engagement with research, augmenting a poster exhibition showcasing current research at the University
Augmenting teaching: augmenting a robot patient to simulate medical conditions to support diagnosis and prescription discussions with pharmacy students

This paper will introduce this work we have been doing at the University of Bath, focusing particularly on our experiences in using AR technology to enhance our student experience. We will highlight our difficulties as well as our triumphs and aim to stimulate and share good practice around the current use of AR within institutions across the sector.