



## **AUGMENTED REALITY – Melanie Johnson /** [mf.johnson@auckland.ac.nz](mailto:mf.johnson@auckland.ac.nz)

### **QR Codes and AR**

I used QR codes to link to videos uploaded into the University's media store, but they can link to any online content you want your students to use. QR codes can be placed on or adjacent to any object.

#### **To create a QR code:**

1. Use a free website such as <https://www.qr-code-generator.com/>
2. Select data type you would like to attach to the QR code (e.g., a website, email, event, image, etc.).
3. Connect content by uploading or copying and pasting text.
4. Download the QR code.

#### **To scan a QR code:**

1. Download a free QR barcode reader on your device. I used QR Reader
2. Open QR code reader.
3. Hold device over QR code. On most apps the QR code should automatically scan but sometimes you have to push the camera button. If you have trouble, try backing away or moving closer to the QR code.
4. The data should display on your device.

#### **Using images or objects as the trigger to launch AR media, we used **HP Reveal**.**

To view the video,

1. Download the HP Reveal app to your phone.
2. Search for and follow Heera
3. Scan the image using HP Reveal by positioning the image under the circling dots.



## **Action Bound**

The ActionBound website and app seems easy to use and well designed. Participants will need to download the app from Google Play Store. Though it has some good features, it seems to be designed for a treasure hunt that spans a large area. You can still use it to guide people to objects in a room or building however, but you shouldn't rely on GPS coordinates feature to track progress. Instead, give detailed instructions or hints to the participants of where the points of interest lie. Once the person has found the object, they can (optionally) scan a QR code that is displayed alongside the object to earn points. The sequence steps them through the treasure hunt progressively. It can be launched via a QR code and you can generate all the codes that the participants will need from within the editor interface <https://en.actionbound.com>

### **Applications:**

- Treasure hunts as part of an event, symposium or conference such as Research Bazaar.
- Activities session in a workshop
- Associated with objects such as sculptures and paintings around the university – e.g. educating applied arts students about copyright.

### **Advantages:**

- Make copyright support more visible
- People can learn about copyright in their own space without having to take time out to attend workshops.
- It may prompt some to learn more.

### **Disadvantages:**

- People have to download an app to access the content.
- Not everyone has a smart phone.