QR'ing The Library: Learning about physical and online library resources through a QR-coded tutorial

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**WHAT IS AUGMENTED REALITY?**
Augmented reality (AR) allows a user to interact with a physical space while transforming the space with a virtual overlay.

**PROJECT TIMELINE**
- **Select AR tool (ARIS)**
- **Storyboard the instruction and physical flow**
- **Develop, prototype, and test**
- **Facilitate instruction, administer pre- and post-assessments**

**OBJECTIVE 1**
Engage first-year students with library services by interacting with virtual and physical spaces

**THE STUDENT EXPERIENCE IN THE APP**
- Students are assigned a research project
- Information Commons student employee demonstrates how to use WorldCat search
- Liaison librarian teaches more in-depth research skills (e.g. finding peer-reviewed articles, using search limiters)
- Students live chat with a librarian and use the library’s FAQ’s

**STUDENT DEMOGRAPHICS**
- **100% First-Year**
- **Less than 20%** of students reported expertise with AR
- **Majority of students** reported proficiency with tablets and mobile apps
- **College Representation**

**ENGAGEMENT & COLLABORATION**

**QR'ING THE LIBRARY:**
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**OBJECTIVE 2**
Familiarize students with library databases and search tools

**THE STUDENT EXPERIENCE IN THE APP**
- **Students learn how to reserve study rooms and where they are located**

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