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

Sally Neal
Kristen Allen

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**QR'ING THE LIBRARY:**
Learning about physical and online library resources through a QR-coded tutorial

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

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

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

**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 learn how to reserve study rooms and where they are located

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

**ENGAGEMENT & COLLABORATION**
- 100% First-Year
- Less than 20% of students reported expertise with AR

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