

Augmented Book Poster Tutorial – Tutor Guide

1. Useful resources:

- Getting Started with Aursma booklet (for tutors)
- <http://augmentedaru.org> website blog and
- Getting started handouts, and trigger images for participants.
- Devices – this tutorial will work on Apple and Android devices, so long as participants can install apps on their devices and have access to the Internet.
- When making the poster of a book it is a good idea to have a photocopy of the cover so that it can be stuck onto the poster.

Suggested timings are given for each step but more or less time can be allocated depending on how a particular group is getting on. It is probably a good idea to go through the entire process, make your own timings and create your own classroom worksheets based on these notes.

2. Demonstrate Aurasma (15 min)

Use a device that has been loaded with Aursama and has ‘followed’ the ‘books4U’ channel. Use the ‘Epping Forest Trigger’ (available in the booklet and online at: https://augmentedaru.files.wordpress.com/2015/02/epping_foresttrigger.jpg)

Other triggers can be used (e.g. Rolling Stones, 1 dollar bill, Ten pound note)

3. Creating the Book Poster (30min – 1 hr)

The participants should choose a favorite book – they can bring their own if they have been briefed beforehand, or choose one from a selection provided. This is used as the focus of a poster that they will create to illustrate an aspect of the book and/or their views about it. This could be done using an online template in word or power point. However, it works best as a group activity using traditional pens and paper.

Participants should be encouraged to discuss their ideas about the book, working in groups of 3 or 4 to decide what they are going to say, design and draw the poster.

You can show some of the examples of book / posters previously created (online at <http://augmentedaru.org/augmented-book-poster/>)

4. Download Install and try out Aursama (15 min)

While participants are discussing their book themes they can be asked to download and install Aurasma. This means that no one is waiting around for the technology as they can be getting on with other activities. It is also easy to wander around helping where needed. They should be given some trigger images to test out their Aurasma installation and their ability to follow a channel and trigger the Aura on their device.

5. Create Media

Participants should rough out a script and do a few practice runs before using their device to record a short (10 – 30 sec) video. Remind participants that they need to use lowest resolution on their device.

6. Create Aura

Participants will need to choose their trigger image carefully, so that it is easy for other participants to use it and that it will remain the same for future use. It is a good idea to take a photo of the trigger image so that you can then play the aura without having the actual trigger image in front of you. Auras can be triggered from pictures,

off a screen and from monochrome reproductions (Aursama works by contrast not colour).

7. Publication

Initially it is best to have participants develop and test out one or more Auras on their own device. When they have one that they are happy with they will want to share it with other participants.

Create a Channel for participants to follow and join. You will need to give the name for them to search and the password so that they can join.

Participants should join this channel so they can upload and share their Auras. If they have joined this before they create their Aura, they can add it to the channel as they finish and save their work, as outlined in the booklet.

If you want to add a private Aura to a channel once you have created it:

- 1) Join the channel you want to contribute to
- 2) From the main menu tap on the 'Viewed' tab and you should see an icon of your recently created and viewed Aura. Tap on the icon and then the pop up 'more' box that appears in the bottom left of the screen.
- 3) You will then be looking at 'My Private Auras'
- 4) In the middle of the screen is a menu bar, above the icons of the available Auras. Tap on the 'edit' menu item represented by a short pencil icon. This will bring up 'Delete' and 'Move' menu items for each Aura icon.
- 5) Tap 'move' on the Aura you wish to publish. There are two tabs 'Private' and 'Public' and a slider box 'Add to a Channel?' Select Public and 'Yes'. The screen should then show the list of channels available. Select the one you want and tap on Finish.
- 6) You should get a popup box that says its moving your Aura.

8. Finishing off

At the end of the task it is a good idea to collect the names of any user created channels as well as the Aura names and reference photos of trigger images. A good way of doing this is to get participants to upload a brief summary and instructions on use to a blog or VLE site.

9. Other Tasks

The same process can be used to get participants to do tasks other than the Book Poster.

Treasure hunt / tour / guide of the classroom / building / campus. Participants explore a route that takes in a number of easily identified landmarks. They can use the Aura to add information, give directions or ask questions that have to be solved to find the next location in the treasure hunt. They should create their own channel to store all the Auras that make up the route.

Enhance an existing poster / location / equipment / book. An Aura can be made to add extra information, user instructions and explanation to trigger images captured from existing learning materials. Consider to what extent you can get participants to create and share their own augmentations for these materials. Provide a channel so that everyone can access the same material.