Augmented Reality Scavenger Hunt

Augmented Reality (AR) is the interactive experience of a real-world environment where the objects in the real-world are "augmented" (changed) by a computer-generated program.

For this assignment:

You and your group members will be creating your own Augmented Reality Scavenger hunt using the free "**Aurasma (HP Reveal)**" app on the class IPads or your personal technology devices.



Your scavenger hunt will have a starting point that will give a clue leading to the next point, and so on until the last point of your route.

You must have at least **10** clues that consist of a mix of both **videos** and **written hints** that will help those on your hunt find the next stop!

EXAMPLE:

CLUE 1: "To find your next clue, scan the name tag of the best teacher at St. Agnes!"

Students would then use the app to scan Ms. Johnston's name tag (obviously), which would reveal the next clue!

Before you start:

With your group members, you will use the AR Scavenger Hunt Planning sheet to plan what each of the points in your scavenger hunt will be, and write/film the clues that will lead to each new point.

Happy Hunting!