Sandbox AR use with other platforms

Most of our schools have got iPads, they haven't tended to have been used to their full capacity. You know, these are very powerful devices. The use of the Sandbox software has really sort of shone a light on what we can do with the iPad, what we can do with that technology. Our digital strategy is to move into the cloud. Our direction of travel is probably very Chromebook and very Google focused, but we've got to have a mixed economy. And this project does demonstrate that as well as having a number of Chromebooks in the school, we also need to have iPads with the power that they bring as well to create films, to create augmented realities, to be immersive, and to really extend the creative opportunities for our children.

So now Press Play is a set of headphones which are joined together by one system and anything that is played through those headphones is played by everyone that has the headphones on and by providing one continuous soundtrack, or set of effects. One of the key things when using any kind of technology is the ability to stay immersed within it, particularly when using AR. So the idea of providing an audio cue as well enables learners to remain really focused and switched on to what it is that they're trying to create, because the headphones are able to take away any distractions within the surrounding area.