Augmented & Virtual Reality Resource Guide

Please share any resources/session suggestions/tips for this App/Tool. Thank you for taking the time to share your knowledge and expertise with fellow educators! Please indicate which app/tool you are addressing: Aurasma, Daqri, Augment, Google Expeditions, Google Cardboard,

Tips, Tricks and Strategies for use

i.e. What should participants think about as they explore this app?

i.e. What are some ideas for using this app effectively/efficiently?

- Put thought into the names of your "channels" and "auras" BEFORE starting. If you have a big picture of how they will be accessed it will save you lots of time and confusion.
- Think about how AR will improve student learning... this should not be a cool tech trick with little learning attached... how can AR enhance your students' work

Links & Resources for use

i.e., What are some resource links (non-video) for supporting use of this app or program?

i.e., What are some links to videos to support use?

- Augment http://www.augmentedev.com/#home
- colAR Mix App http://colarapp.com/
- Augmented Reality on Pinterest
- Difference between AR & VR VIDEO
- Intro to Expeditions VIDEO
- Spreadsheet of available Expeditions
- Searchable Map of Expeditions
- Expeditions Lesson Plans
- Expeditions spreadsheet
- Virtual Reality for Education
- Larry Ferlazzo: Everything you wanted to know about how we're using virtual reality with ELLs but were afraid to ask
- Beginning List of the best resources on virtual reality in education
- Quiver Vision
- ThinalinkVR
- Blippar
- GEForce GTX
- Oculus Rift
- Edulus VR

Sample Student work or Examples of use

i.e., What are some links to sample uses of this app / program?

i.e., What are some links to **student work** using this app / program?

- Timelines in physical space with Aurasma triggers for content media (Auras) about significant events.
- Gallery Walks (Take pictures of children's books and embed an aura in each photo with the children

	hy someone should read the book - its "blurb") asma to create a video, couple it with a makerspace creation to express the story of an artif						