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

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

WHAT IS AUGMENTED REALITY?

Augmented reality (AR) allows a user to interact with a physical space while transforming the space with a virtual overlay.
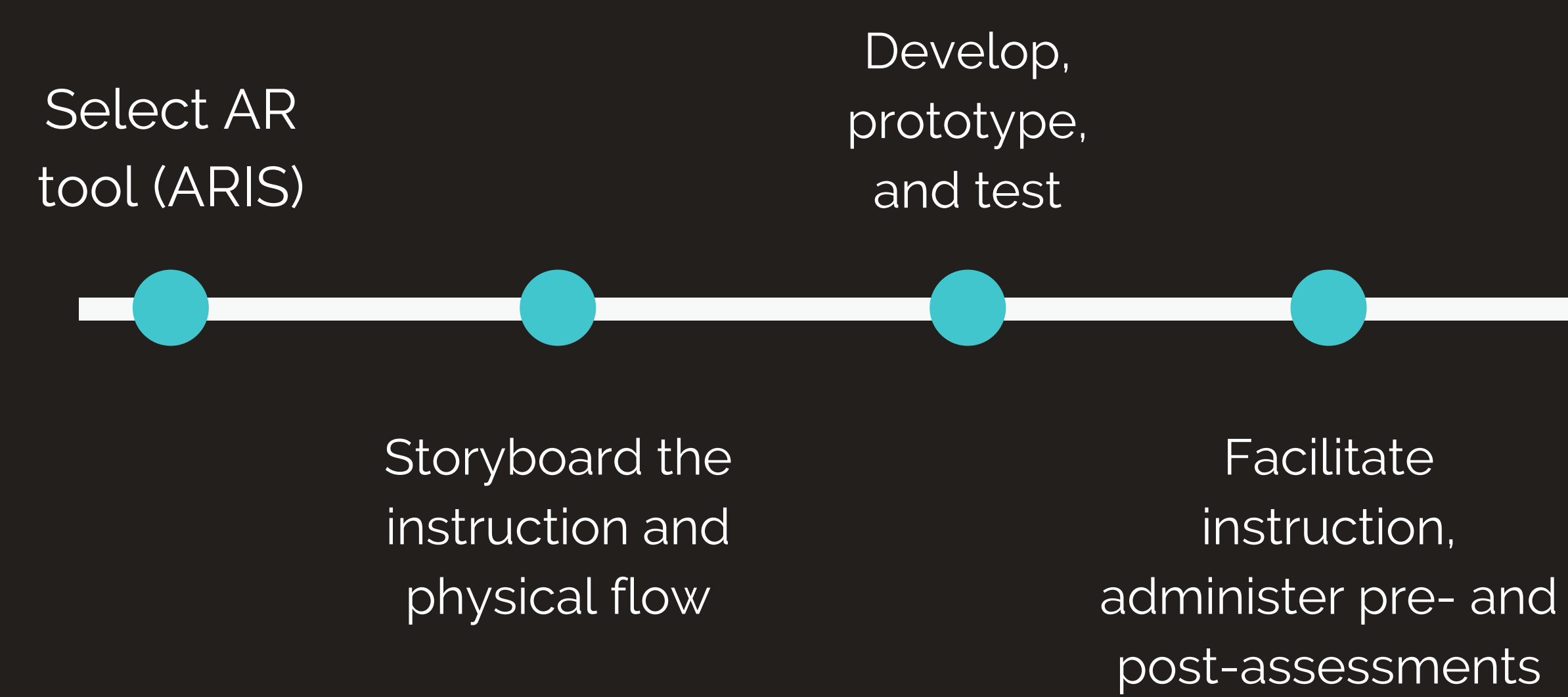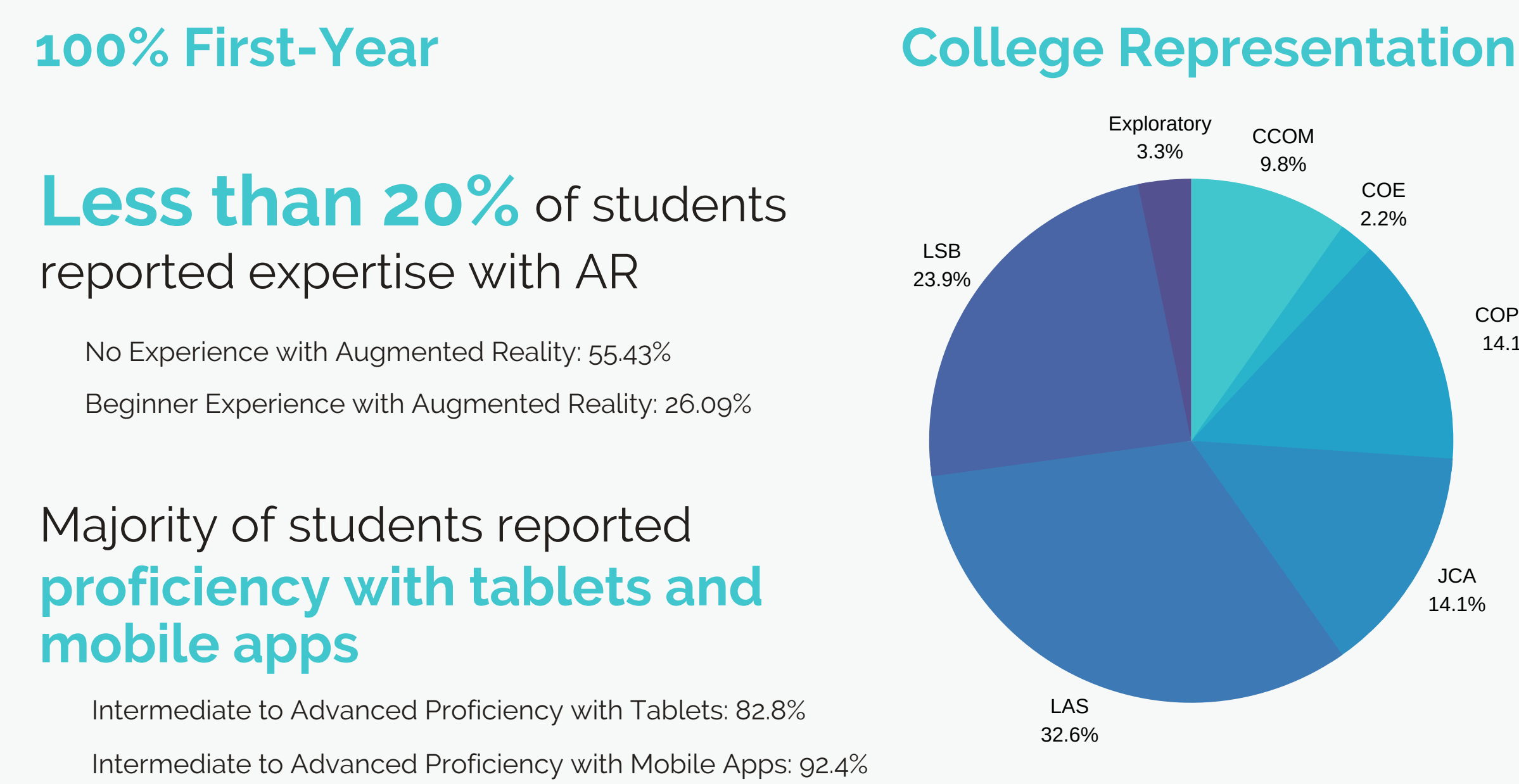
The IKEA app let's customers try out furniture using AR.

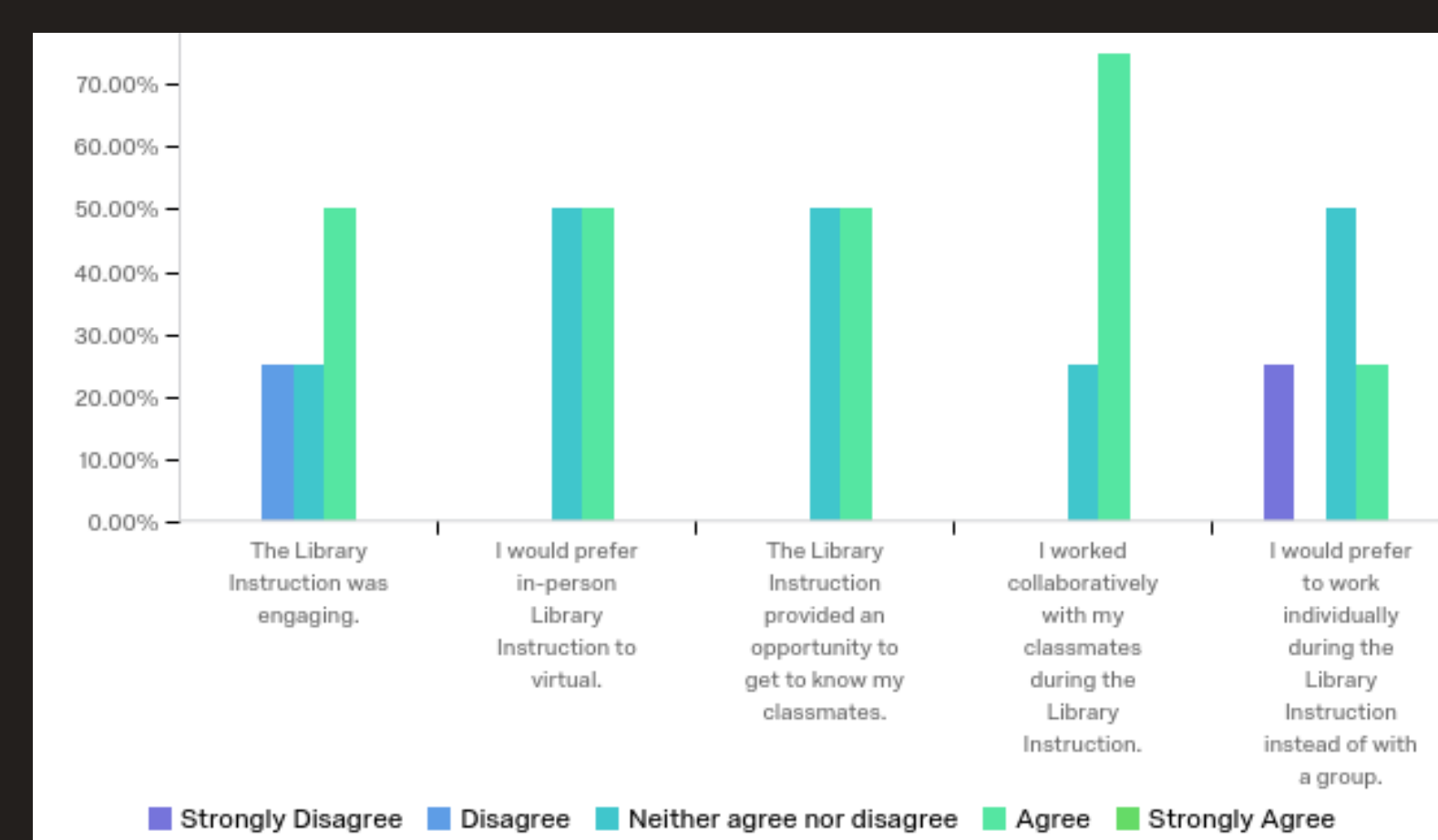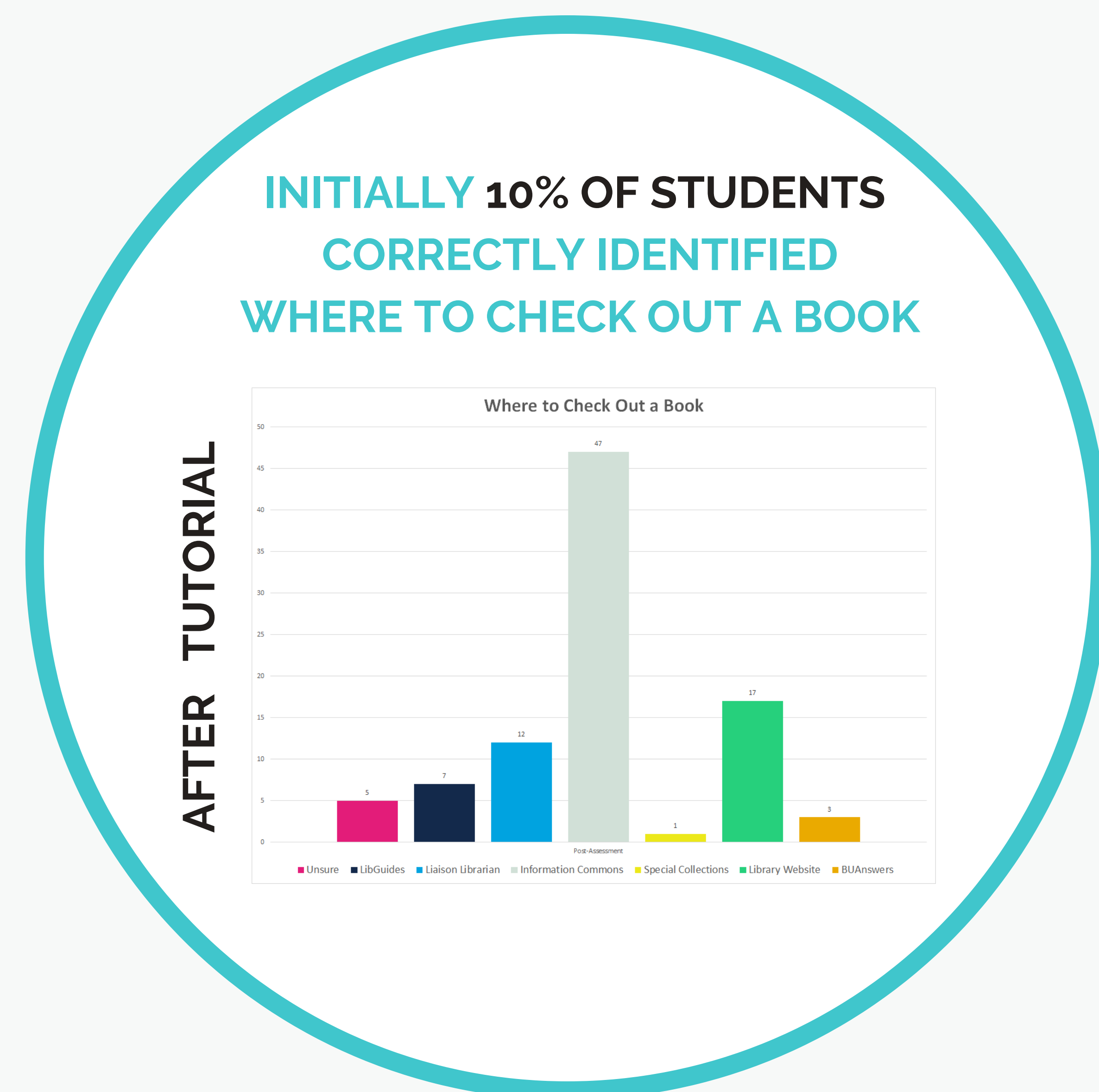The Pokemon Go game uses AR to simulate catching characters.

PROJECT TIMELINE

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

STUDENT DEMOGRAPHICS

100% First-Year

Less than 20% of students reported expertise with AR

No Experience with Augmented Reality: 55.43%

Beginner Experience with Augmented Reality: 26.09%

Majority of students reported **proficiency with tablets and mobile apps**

Intermediate to Advanced Proficiency with Tablets: 82.8%

Intermediate to Advanced Proficiency with Mobile Apps: 92.4%

College Representation

- Exploratory 3.3%
- CCOM 9.8%
- COE 2.2%
- COPHS 14.1%
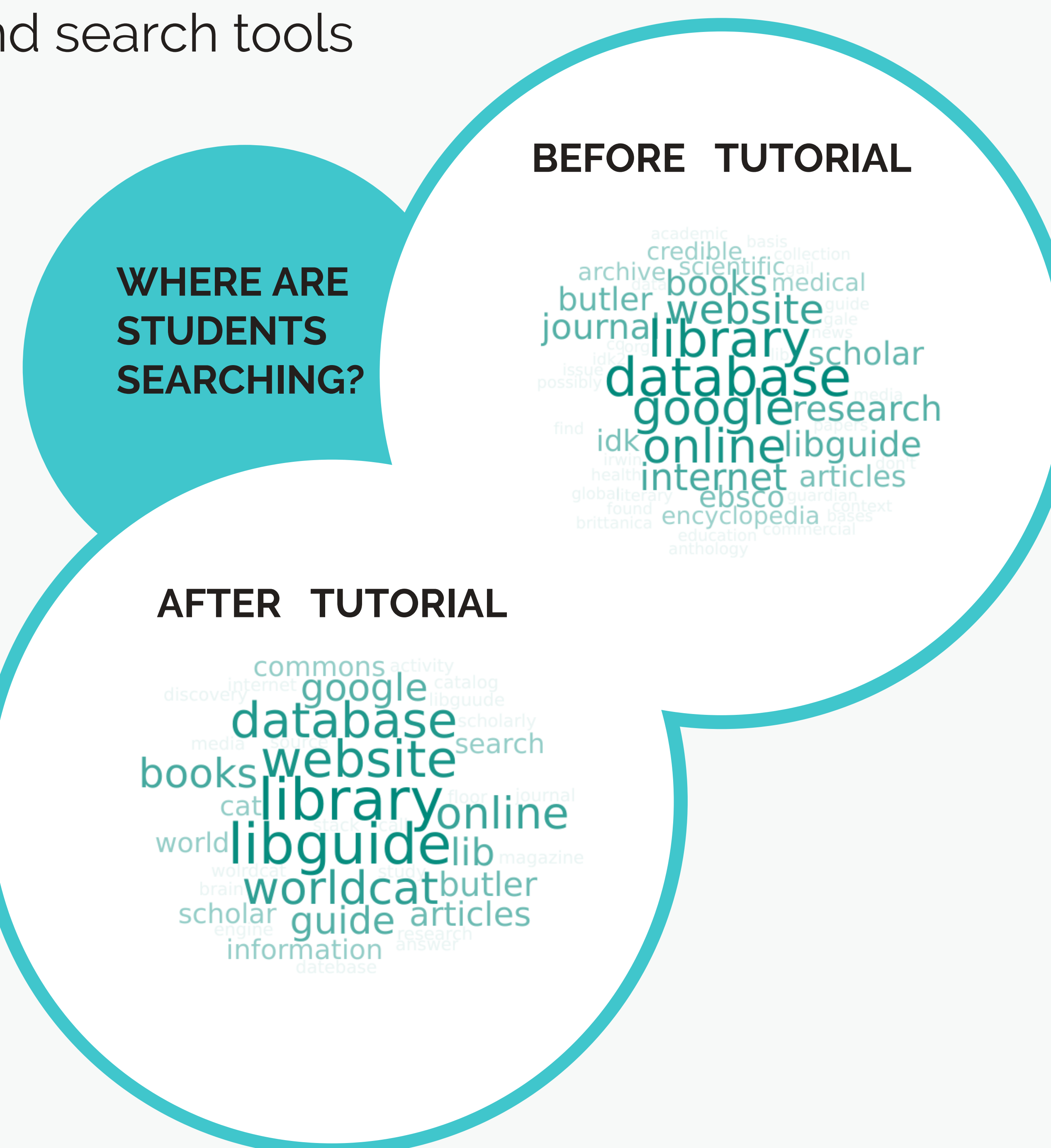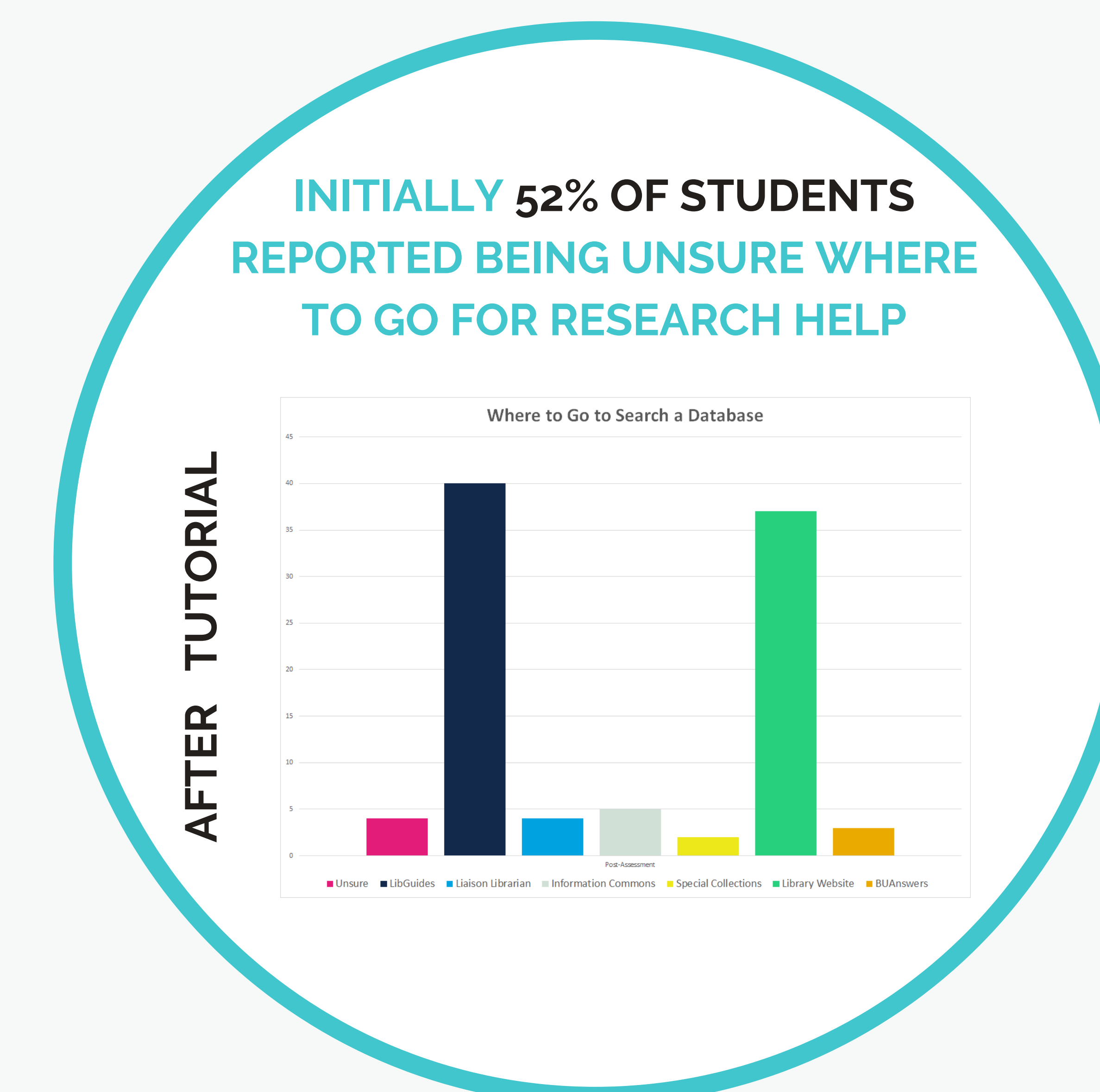- JCA 14.1%
- LAS 32.6%
- LSB 23.9%

ENGAGEMENT & COLLABORATION

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

INITIALLY **52%** OF STUDENTS REPORTED BEING UNSURE WHERE TO GO FOR RESEARCH HELP

Where to Go for Research Help

AFTER TUTORIAL

INITIALLY **10%** OF STUDENTS CORRECTLY IDENTIFIED WHERE TO CHECK OUT A BOOK

Where to Check Out a Book

AFTER TUTORIAL
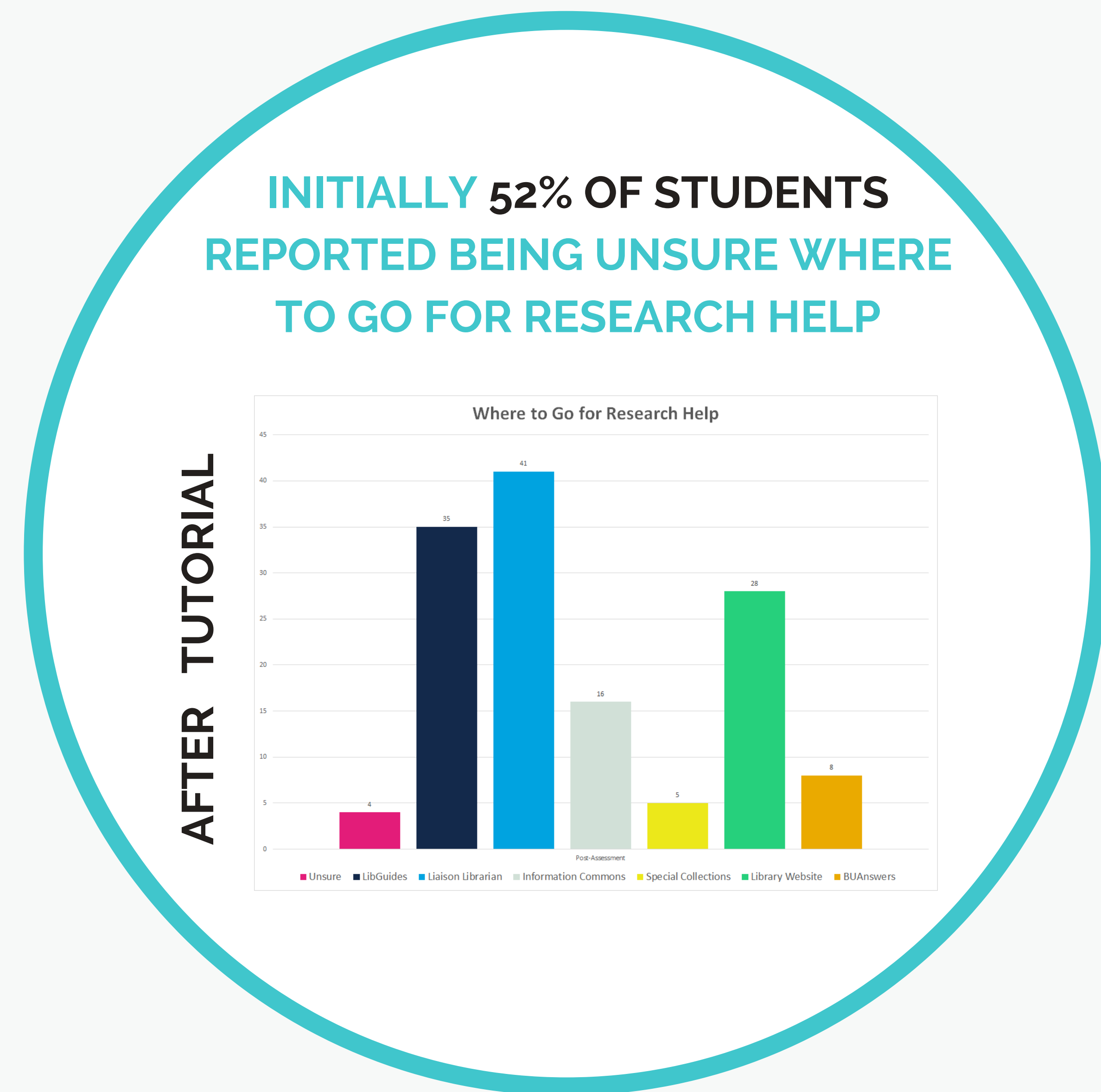
OBJECTIVE 2
Familiarize students with library databases and search tools

INITIALLY **52%** OF STUDENTS REPORTED BEING UNSURE WHERE TO GO FOR RESEARCH HELP

Where to Go to Search a Database

AFTER TUTORIAL

WHERE ARE STUDENTS SEARCHING?

BEFORE TUTORIAL

AFTER TUTORIAL

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

Students live chat with a librarian and use the library's FAQ's