

# Augmented Reality Center @ GCLS Glassboro Library



## What is Augmented Reality?

Augmented Reality superimposes a computer-generated image on the user's view of an object in the real world. This differs from Virtual Reality in that you are not totally immersed in a virtual world.

The Augmented Reality Center at GCLS Glassboro Library uses iPads and Augmented Reality books to extend and boost STEM/STEAM education for community children during after-school hours. The iPad and Augmented Reality books work together through a special application to display the illustrations as 3D images. The reader can then control the motions of the image while listening to audio enhancements.

## But what does that mean?

At the library, you can use iPads to see virtual creatures or objects interacting with the real world.

Watch as a T-Rex smashes the table on his walk across the library, pet extinct animals and see them react, or hold the solar system in your hands and observe the planets move around the sun.

## Will any book work?

No, special augmented reality books need to be created in conjunction with apps to read the augmented reality markers imbedded in the books pages. These specialty books can be read and used without the augmented reality app, but the apps add depth and a new element to you or your child's reading. Currently the library has nearly 40 titles to choose from with more being added all the time.



### **Can I use this at home?**

Yes! The augmented reality books can be borrowed from the library just like any other book. These books will work with any device which downloads the app. All of the apps are free to download and available for apple and android devices. The instructions to find and use the apps are on the front cover of the augmented reality books, or you can ask a librarian for help.

### **How will this help my child to learn?**

Augmented reality books help readers of all levels. The interactive story elements will draw in hesitant readers to try more difficult books, and reinforce and give a visual representation to higher level readers. The majority of the augmented reality books are non-fiction, STEM focused subjects, ranging from origami to outer space.

Not only is your child reading, but they are interacting with a virtual creature. They can learn about animal habitats, see the planets rotate around the sun, or go for a submarine ride into

the deep ocean and find the aquatic creatures along the way. All of these experiences reinforce what they read about in the book.

