

AURASMA

The AR application in multi-media teaching.

CHARACTERISTICS

"TRIGGER"

use Aurasma to create a "trigger"
trigger works like a QR code
scan it with a mobile phone
show the content



ADVANTAGES



can be set according to the
different skills and levels
of students
watch anytime, anywhere

FLEXIBILITY

flexible AR technology
making learning process more fun
support pictures, text and videos...



OTHER AR APPS



- Arilyn® Showroom
- AR Browser SDK

SOURCES

Waldron, L. (2017). How to Make Augmented Reality a Reality in Your Classroom. EdSurge. Retrieved 31 May 2021, from <https://www.edsurge.com/news/2017-03-11-how-to-make-augmented-reality-a-reality-in-your-classroom>.