

AR Instructions

Augmented Reality (AR) represents an immersive and interactive experience that seamlessly enriches the real world by integrating computer-generated perceptual information and imagery. OSF STEAM harnesses this innovative technology within its courses to offer each learner a versatile, hands-on trainer. The following instructions will guide you through the process of preparing for and utilizing AR technology to enhance your learning experience.

- **Materials Required**

-  Printer and paper (to print the pdf files) **Be sure to select fit to page when printing the pdf files.**
-  Mobile iOS or Android devices that scans QR codes

Step 1:

Print the PDF files packaged for the course.

Step 2:

Find the printout with “OSF STEAM” at the top and cut along the dotted lines.

Step 3:

Tape the strip of paper into a cylinder. Be careful to ensure you do not cover any pictures on the paper.

Step 4: (optional)

If you would like to add stability, you may place the cylinder around a can or other light movable cylinder object.

Step 5: (optional)

If desired cut out the individual AR cards with QR codes (this is not required but can be useful).

Step 6: (optional)

You may test the trainer by

- open your mobile device camera

- scan the QR code from the cylinder pdf file

- click launch

- point the mobile device at the cylinder and rotate until the AR image pops up

Step 7:

With a separate internet connected device, click the link to launch the course. All further instruction will be provided through the live or recorded course.

What if the link to launch the course does not work?

- ✓ Reach out to events@jumpsimulation.org and report the issue.

I scanned the QR, my mobile device launched the application, but I cannot get the AR trainer to appear?

- ✓ Be sure to select fit to page when printing the QR code pdf
- ✓ Sometimes lighting that is too bright or dark can impact the ability for the mobile device camera to read the images. Try shifting around.
- ✓ Ensure you have the full cylinder in view of the camera to the mobile device. The images on the cylinder are the trigger that launches the correct
- ✓ Try using a different mobile device for scanning
- ✓ Ensure pictures are not covered on your cylinder
- ✓ Try scanning a different QR code

What if I do not have access to a color printer?

- ✓ While printing in color is recommended, the AR should still work on black and white printouts.