

Singapore Management University

## Institutional Knowledge at Singapore Management University

---

Research Collection Library

SMU Libraries

---

10-2016

### Coll-app-orating with students: iBeacons and AR and gamification, oh my!

Jiaxin Low

Singapore Management University, [jxlow@smu.edu.sg](mailto:jxlow@smu.edu.sg)

Follow this and additional works at: [https://ink.library.smu.edu.sg/library\\_research](https://ink.library.smu.edu.sg/library_research)



Part of the [Library and Information Science Commons](#)

---

#### Citation

Low, Jiaxin. Coll-app-orating with students: iBeacons and AR and gamification, oh my!. (2016). *Internet Librarian International 2016, October 18-19, London*.

Available at: [https://ink.library.smu.edu.sg/library\\_research/93](https://ink.library.smu.edu.sg/library_research/93)

This Presentation is brought to you for free and open access by the SMU Libraries at Institutional Knowledge at Singapore Management University. It has been accepted for inclusion in Research Collection Library by an authorized administrator of Institutional Knowledge at Singapore Management University. For more information, please email [cherylds@smu.edu.sg](mailto:cherylds@smu.edu.sg).

# Coll-app-orating with students: iBeacons and AR and gamification, oh my! 🤪

**Low Jiaxin**

**Singapore Management University**

**[jxlow@smu.edu.sg](mailto:jxlow@smu.edu.sg)**

** [rockbrarian](#)**

Internet Librarian International 18 October 2016 #C103



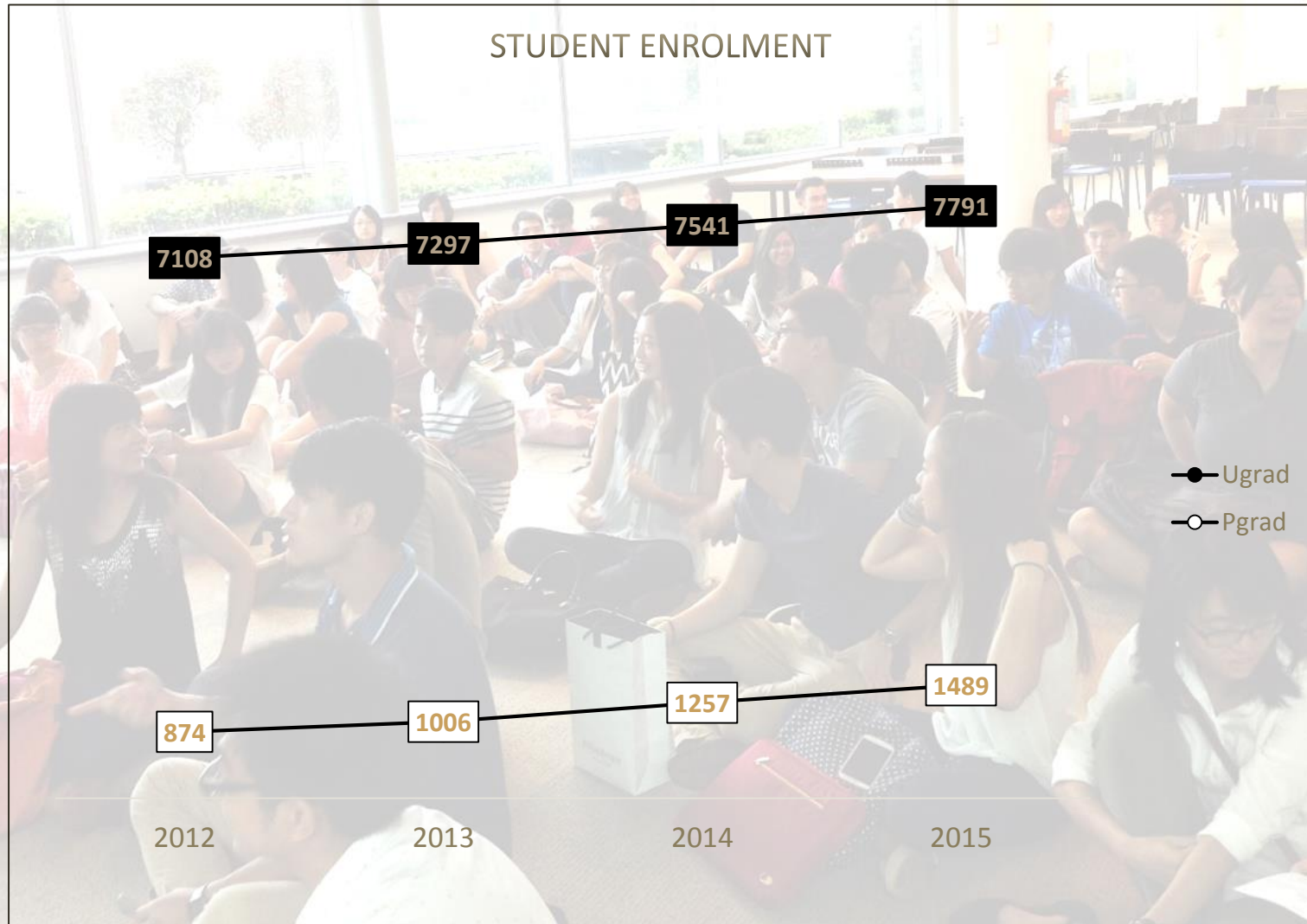
**Push**

**Process**

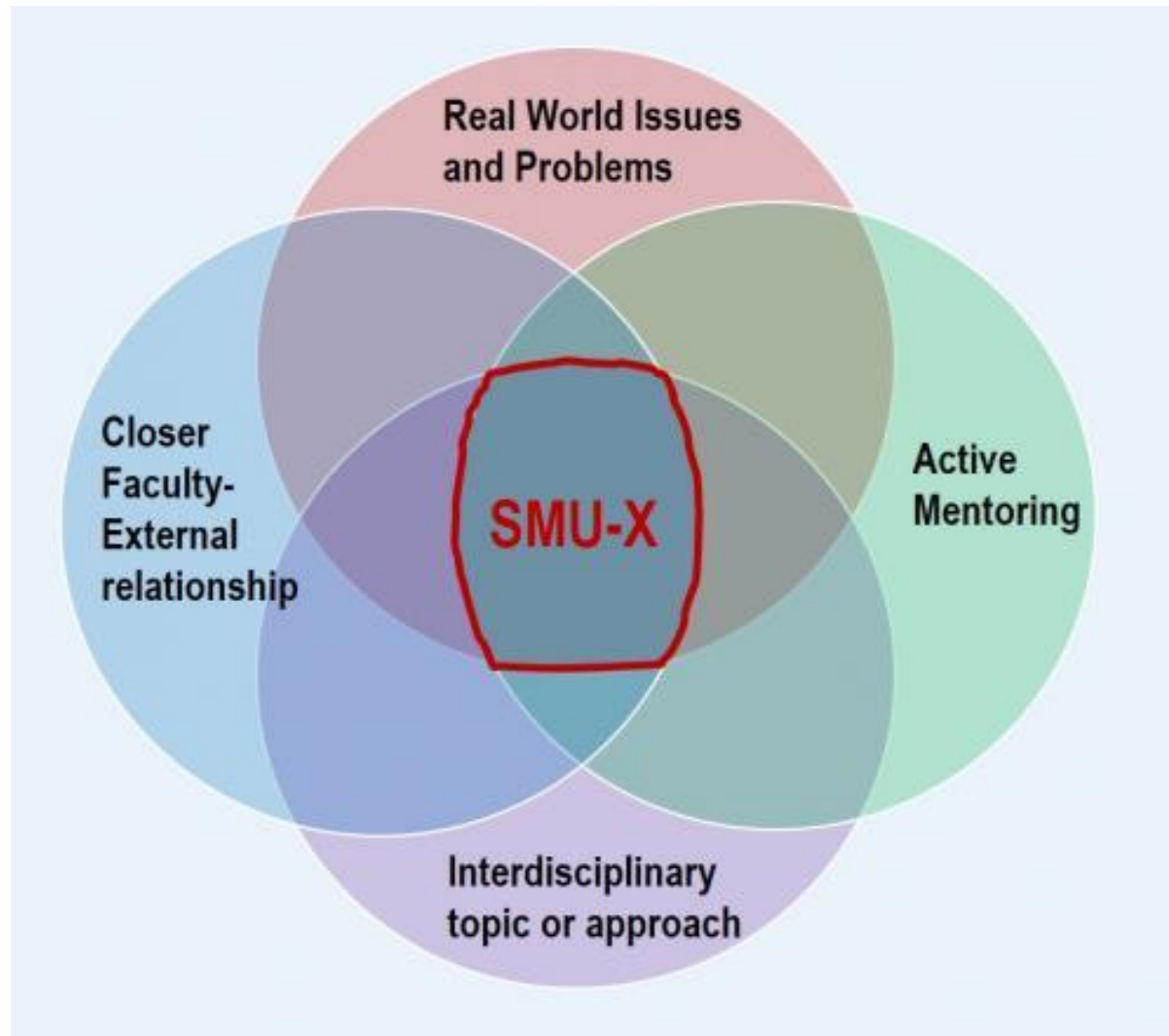
**Product**

**Philosophy?**

# Push factors

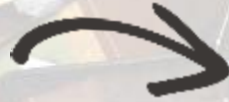


# Push factors



**Experiential Learning**

# Process



School of  
Information Systems

IS480 Team wiki: 2015T1 BesTeam



**BESTEAM**

# Process

The proposed application will consist of the following modules:



Monster Hunt



Achievements



Player Progress



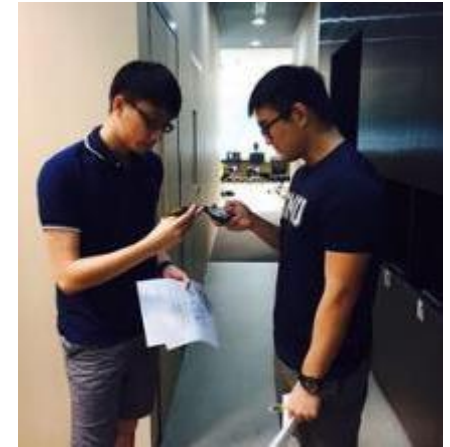
Monsterdex

# Process

## User Acceptance Tests



## User Studies





# Process





**Welcome to SMU Libraries!**

# Product



# Product



# Product

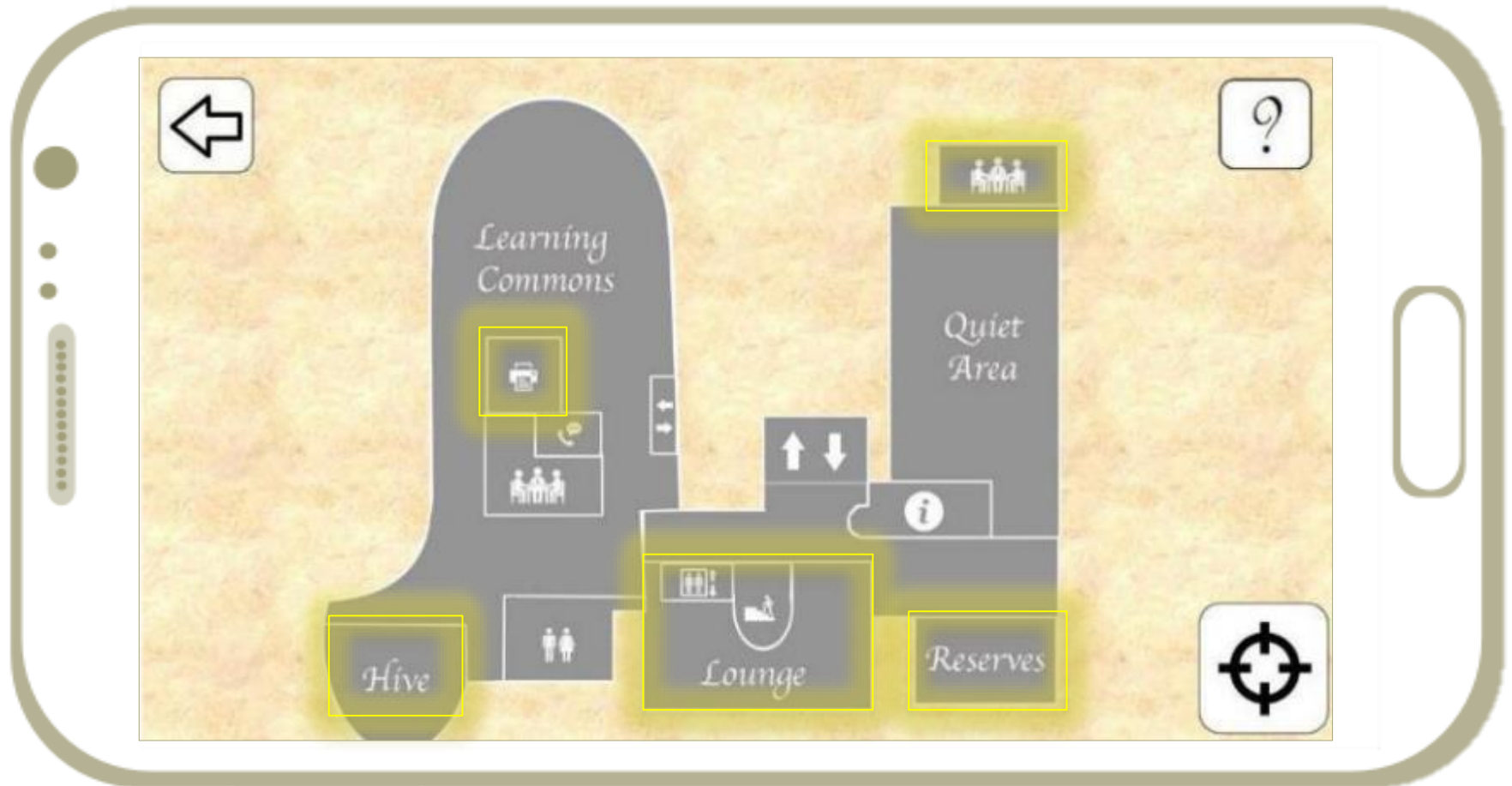


Indoor Positioning System: Estimote iBeacons  
for detecting proximity to monsters

# Product



# Product



# Product



Monster spotted IRL



# Product



Augmented Reality: Wikitude

# Product

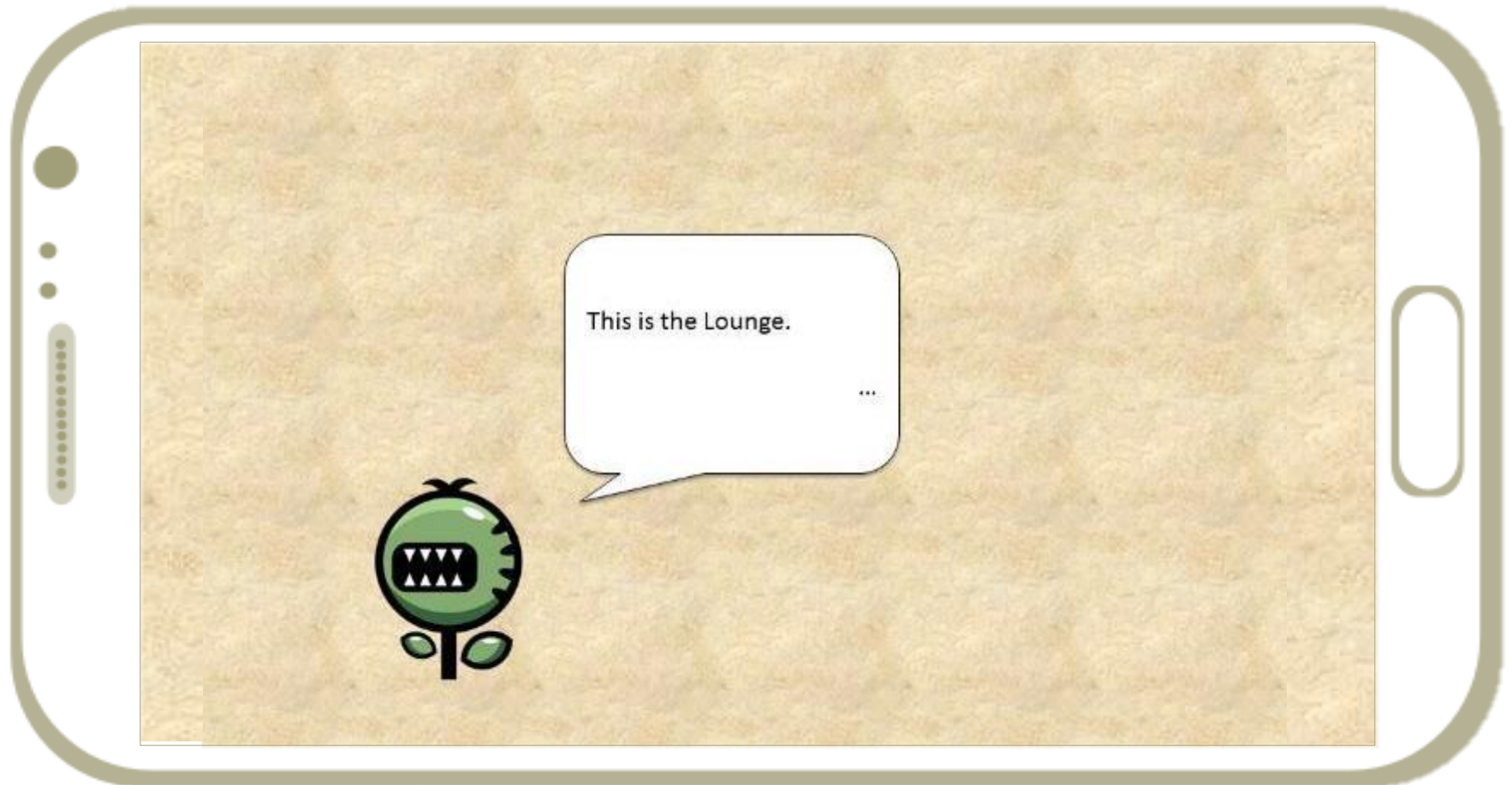


(tap on monster to interact!)

# Product



# Product



# Product



# Product



# Product



# Product

1012:80 87% Completed

00 01 02 03 04 05

By Armor Games Programmed by jmtb02

Mute Quality Hint?

000 Don't Move a Muscle  
Keep the elephant from moving

001 It's a Jump to the Left  
Find a way to move westward

002 And it's a step to the Ri-i  
Strain yourself to move right

003 Fight Gravity  
Figure out how to jump upwards

004 Elephant Skewers  
Hit a spike strip

005 Ascension  
Be lifted into the sky

006 Lefty  
Show love to the left wall.

007 Righty  
Show love to the right wall.

008 Purple Ceiling  
Hit the top of the hardest level

009 Rock Bottom  
Find the bottom of the easiest level

010 Speedy Downfall

011 Escalator Velocity  
Go from bottom to top without stopping

012 Stalacite  
Skewer yourself at high speed on

013 Stalagmite

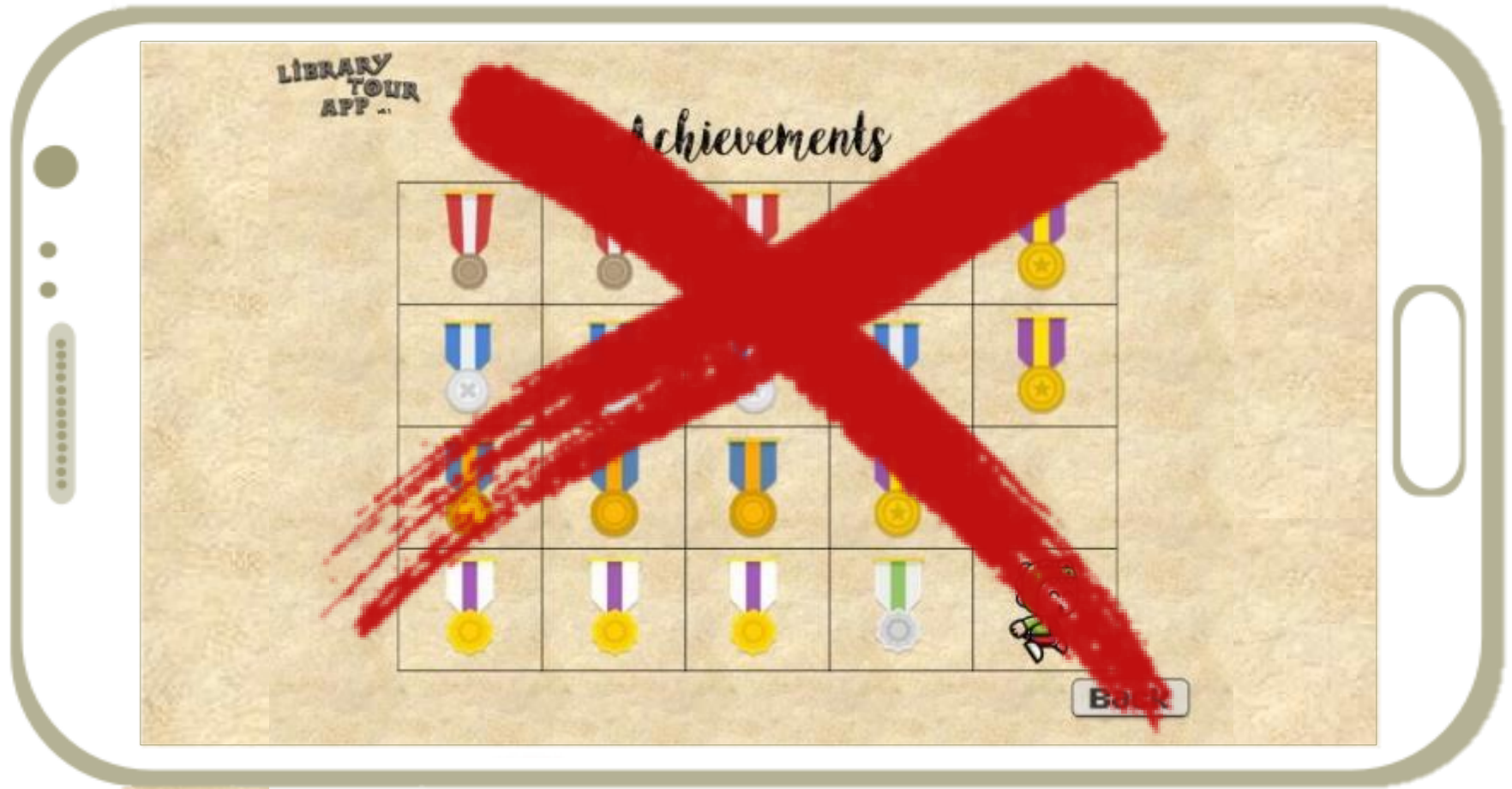
014 Found Point 0  
Uncovered secret point 0

015 Found Point 1

Inspired by "Achievement Unlocked" game



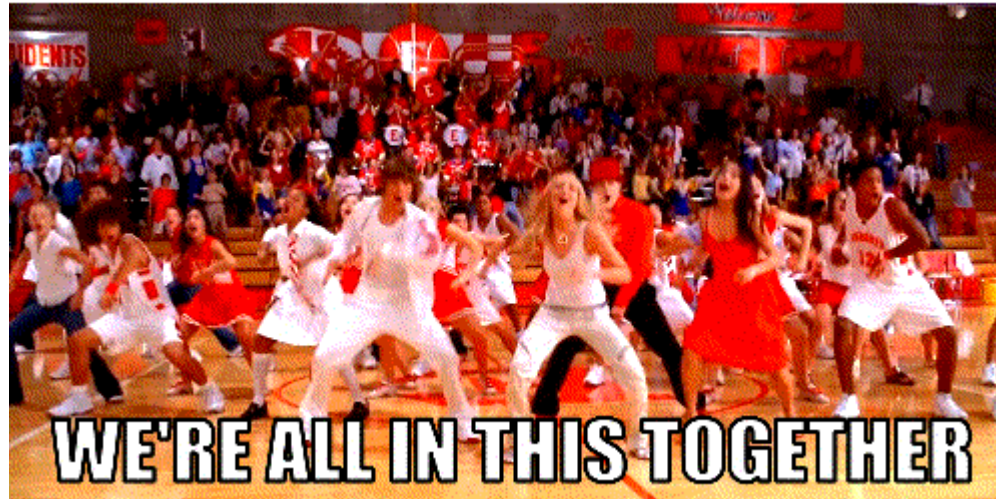
# Product



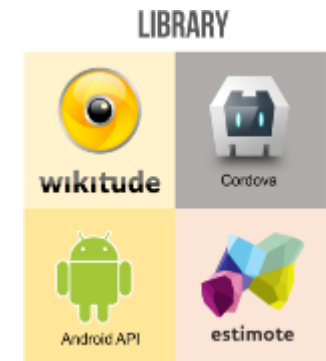
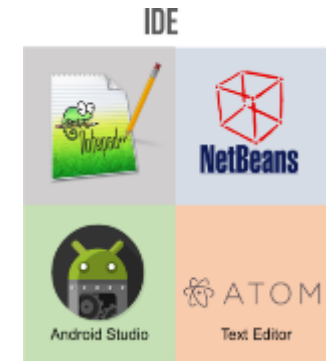
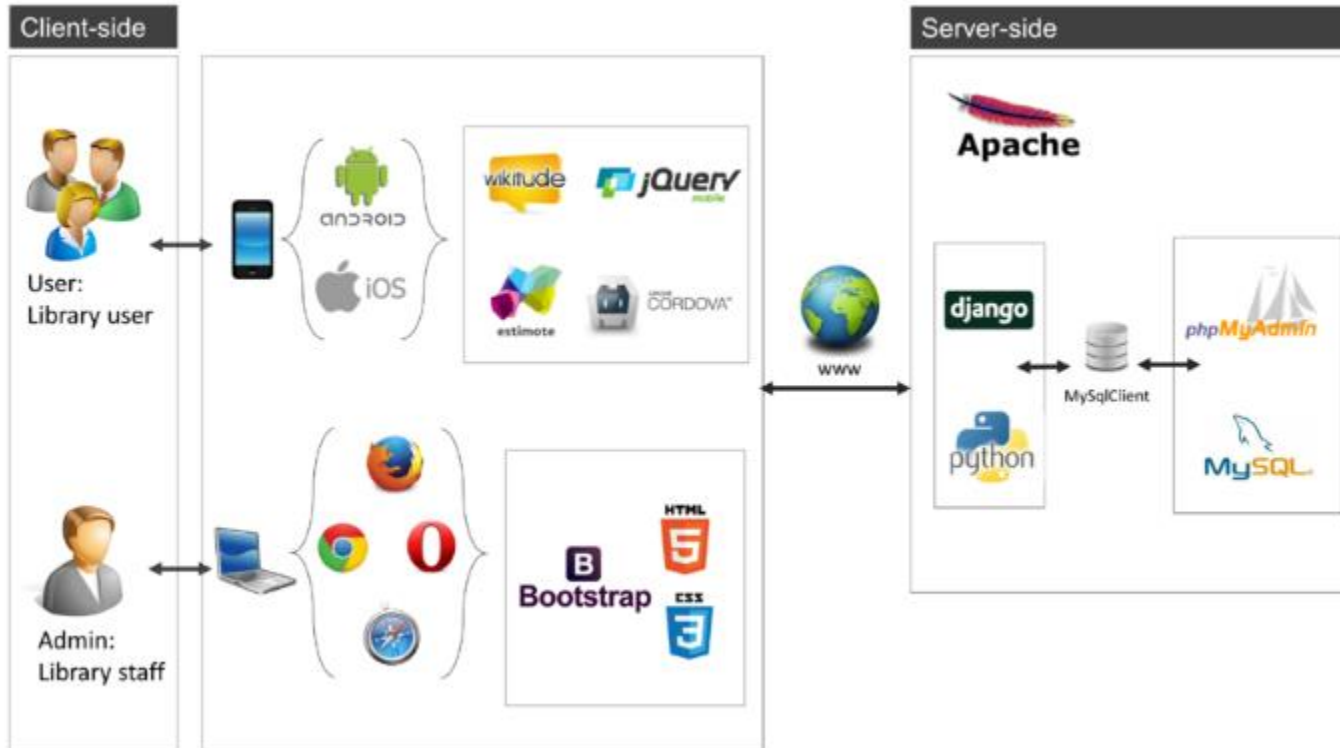
# Product



# Philosophy



# Philosophy

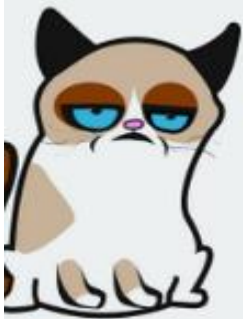


# Philosophy

**NOW THAT YOU HAVE THAT FEATURE DONE**



**I WANT IT TO DO SOMETHING ELSE INSTEAD**



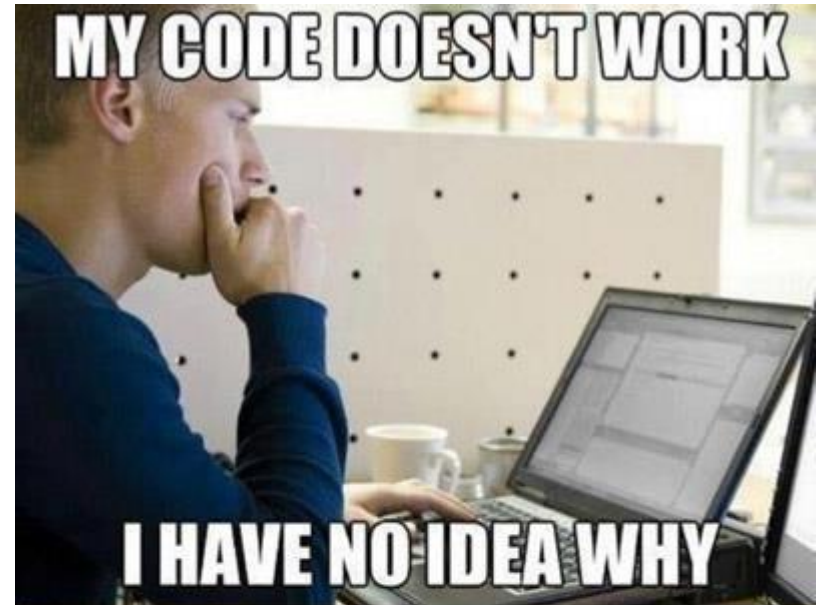
99 little bugs in the code.

99 little bugs.

Take one down, patch it around

127 little bugs in the code...

**MY CODE DOESN'T WORK**



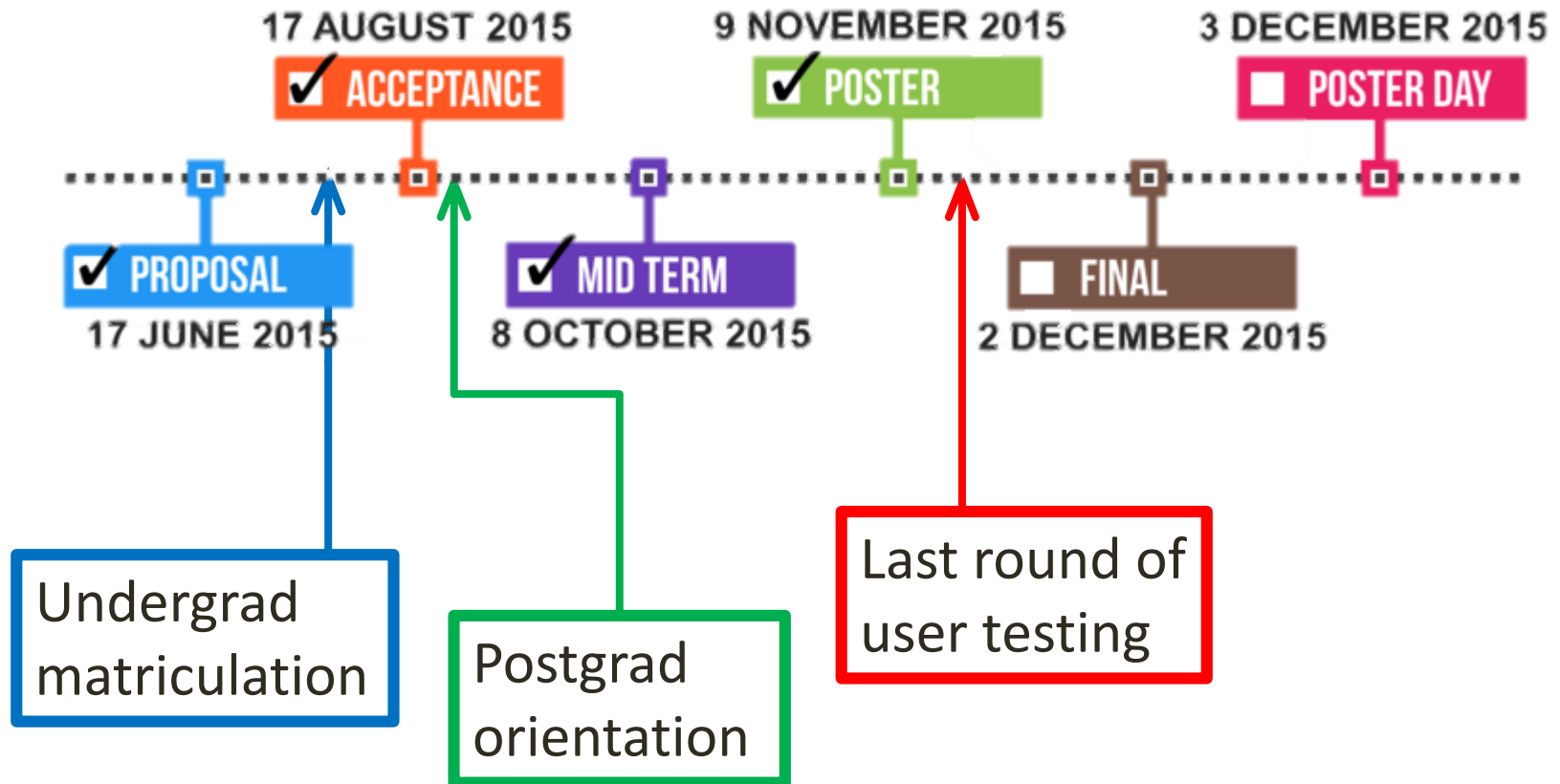
**I HAVE NO IDEA WHY**

**MY CODE WORKS**



**I HAVE NO IDEA WHY**

# Philosophy



# Philosophy



what  
comes  
next?



## Coll-app-orating with Students: iBeacon and AR and gamification, oh my!

Jiaxin Low

Singapore Management University

### Resources

- Bradley, Jonathan. (2016). Creation of a Library Tour Application for Mobile Equipment using iBeacon Technology. *Code4Lib Journal*, (32), 1-2. Retrieved from <http://journal.code4lib.org/articles/11338>
- Spina, Carli. (2015, May). *Keeping Up With... Beacons*. Retrieved from [http://www.ala.org/acrl/publications/keeping\\_up\\_with/beacons](http://www.ala.org/acrl/publications/keeping_up_with/beacons)
- Spina, Carli. (2014, February). *Keeping Up With... Augmented Reality*. Retrieved from [http://www.ala.org/acrl/publications/keeping\\_up\\_with/beacons](http://www.ala.org/acrl/publications/keeping_up_with/beacons)
- IS480 BesTeam wiki: [https://wiki.smu.edu.sg/is480/IS480\\_Team\\_wiki%3A\\_2015T1\\_BesTeam](https://wiki.smu.edu.sg/is480/IS480_Team_wiki%3A_2015T1_BesTeam)