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

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Libraries

Coll-app-orating with students:

iBeacons and AR and gamification, oh my!

Low Jiaxin

Singapore Management University

jxlow@smu.edu.sg

rockbrarian

Internet Librarian International 18 October 2016 #C103

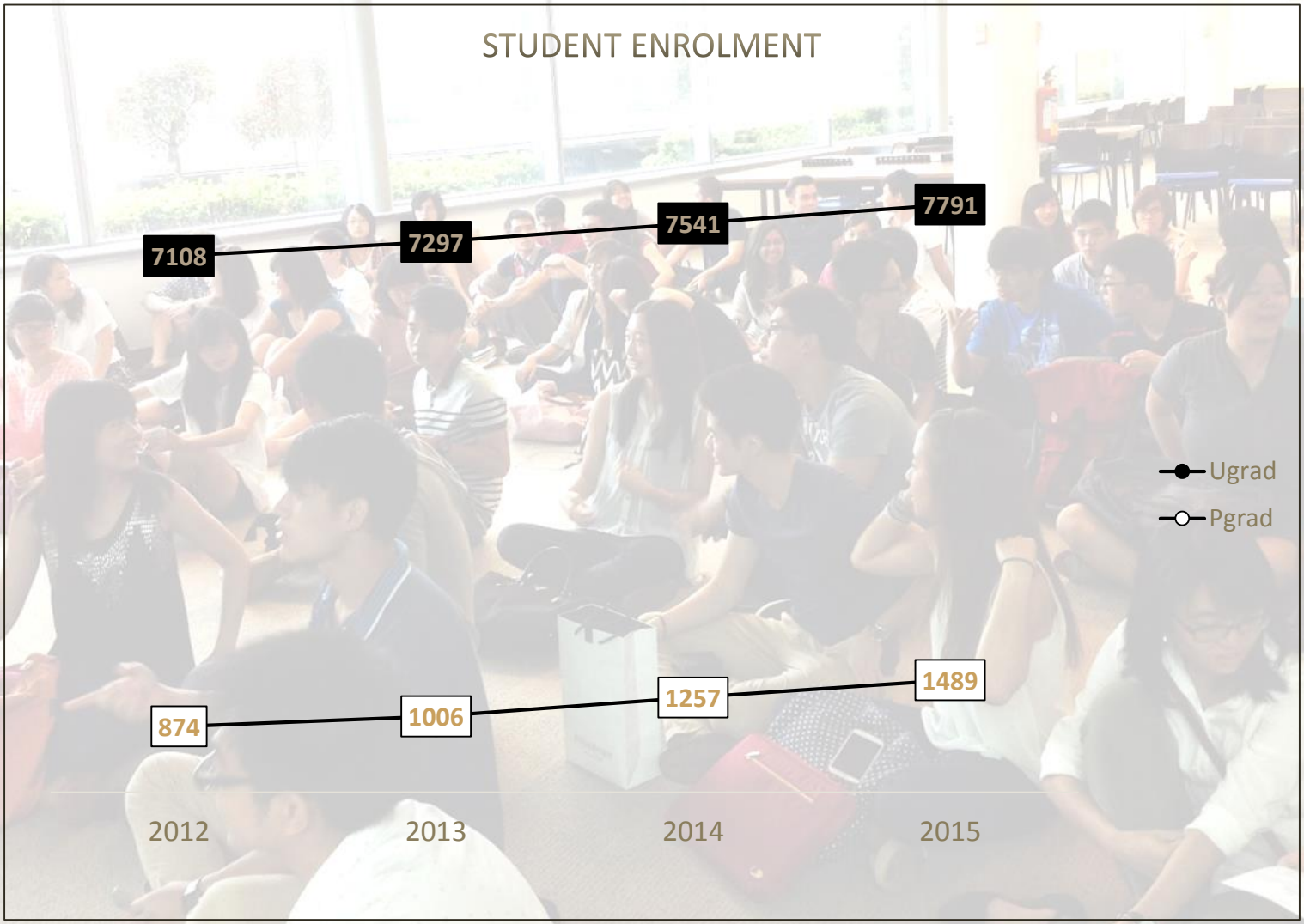
Push

Process

Product

Philosophy?

Push factors



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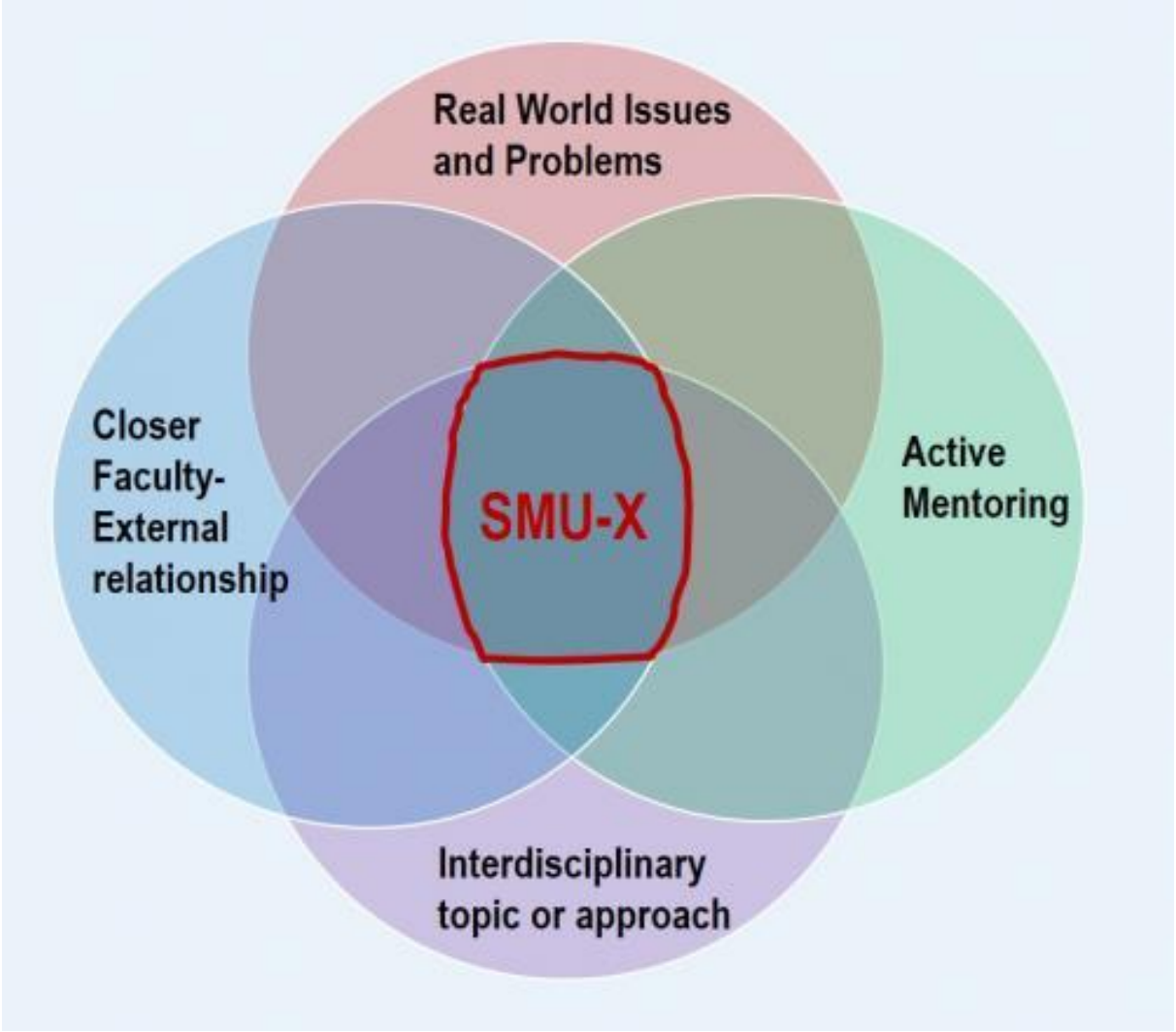
Push factors



Experiential Learning

Process

School of Information Systems

IS480 Team wiki: 2015T1 BesTeam

BESTEAM

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Process

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Process

User Acceptance Tests

User Studies

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Process

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Product

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Product

Product

Indoor Positioning System: Estimote iBeacons for detecting proximity to monsters

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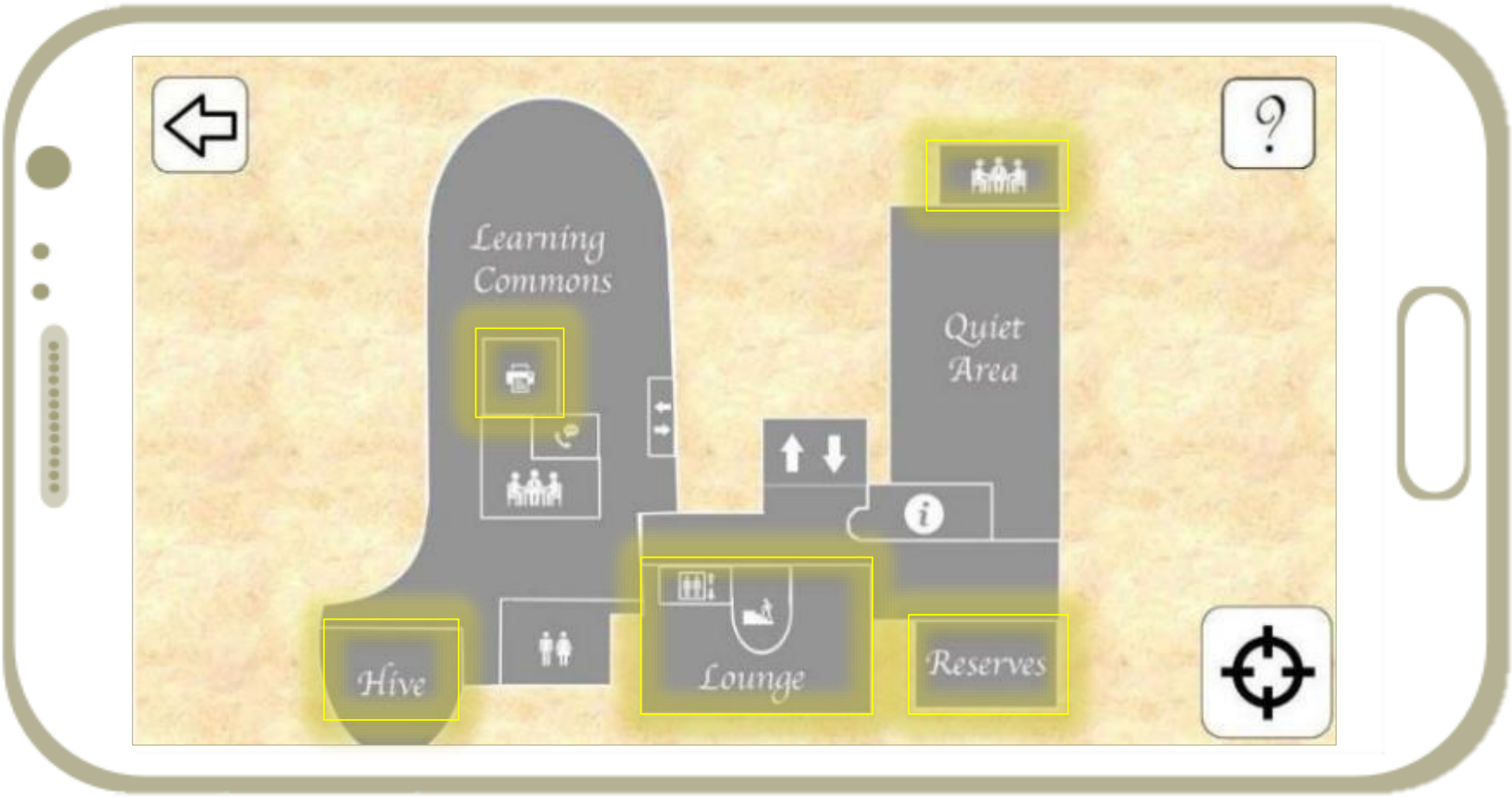
Product

MONSTER ALERT!
Name: Unknown...?
Proximity: Near
(tap here to scan monster when you see it!)

Product



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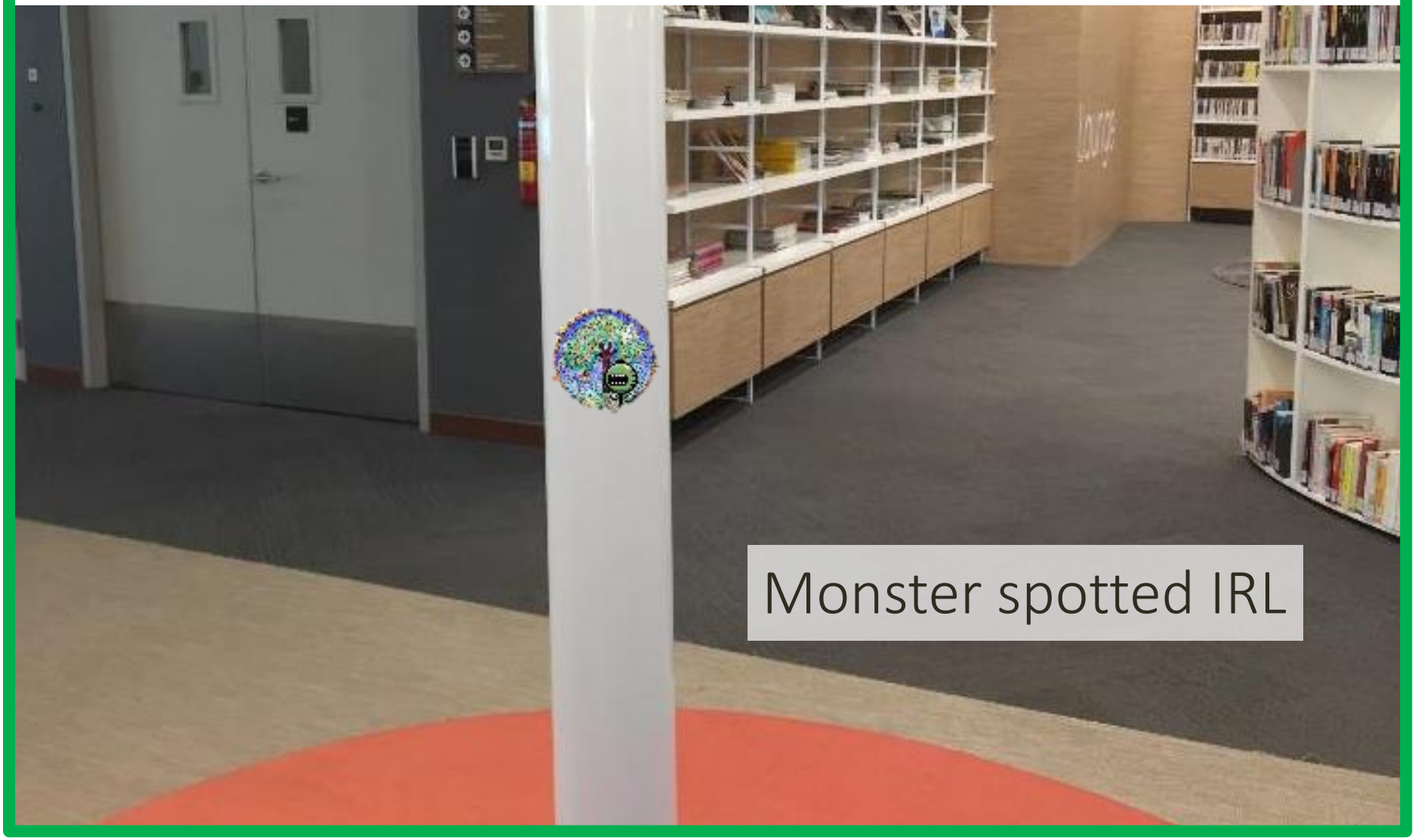
Product



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Product

Augmented Reality: Wikitude

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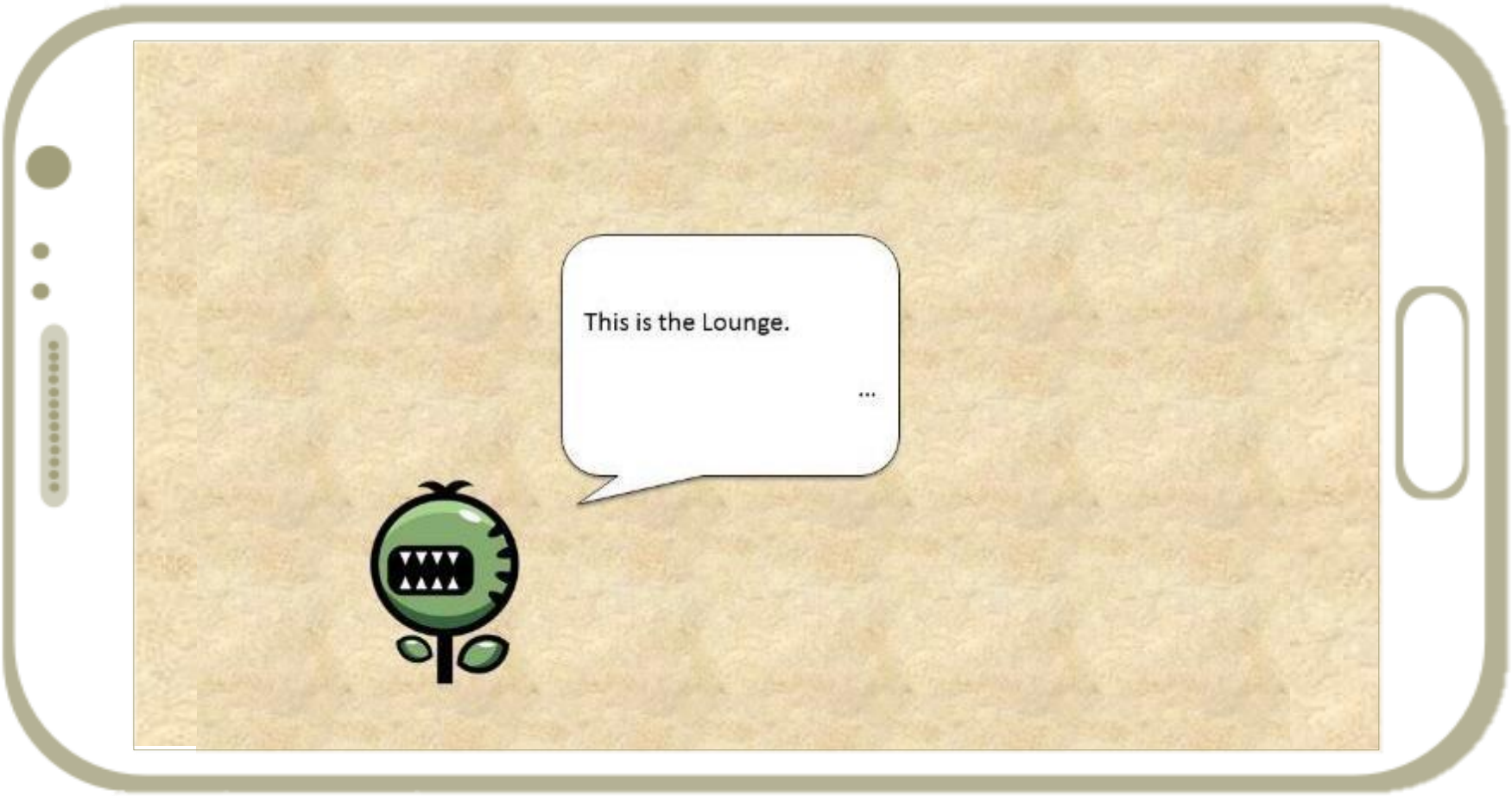

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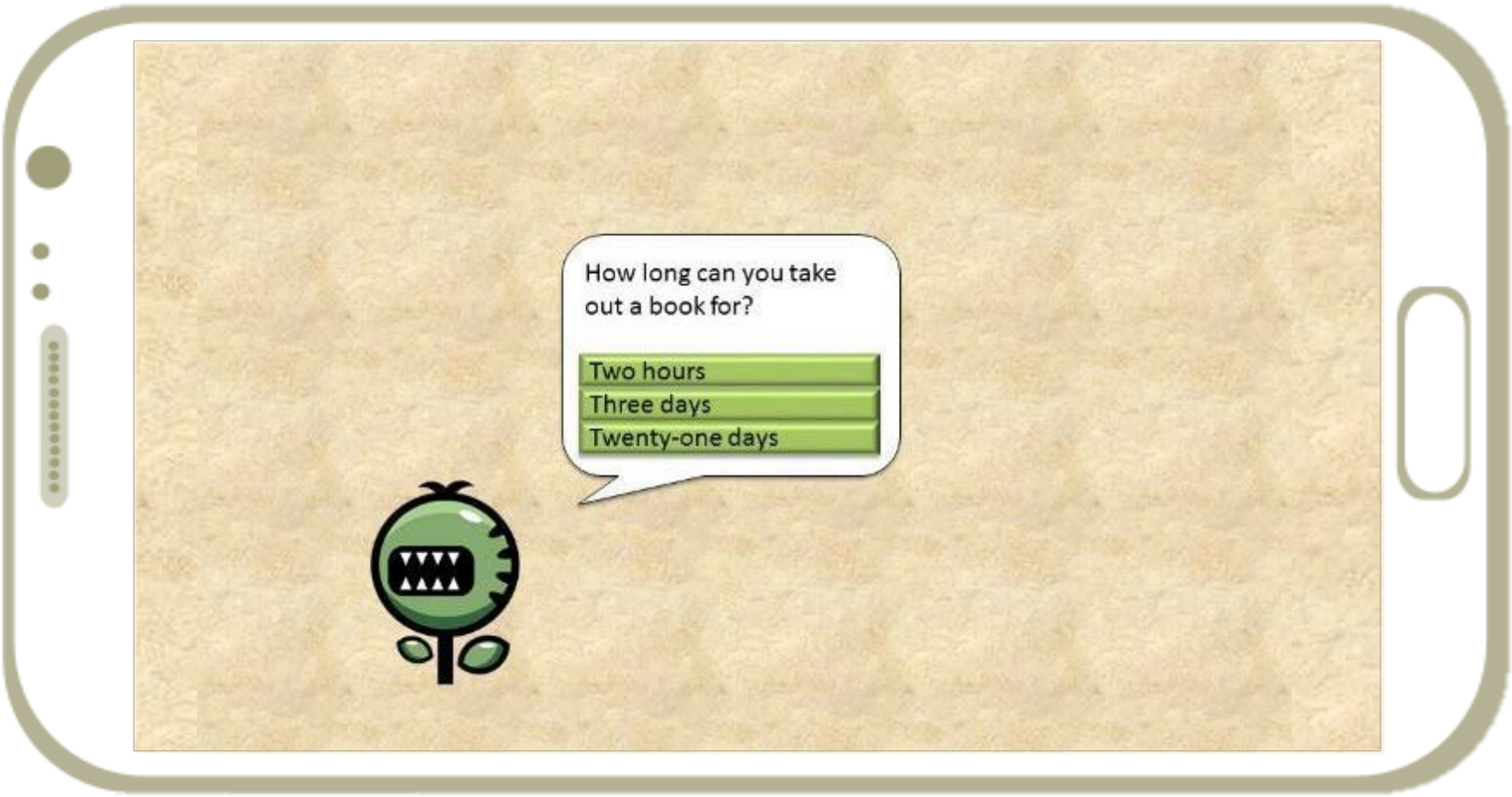

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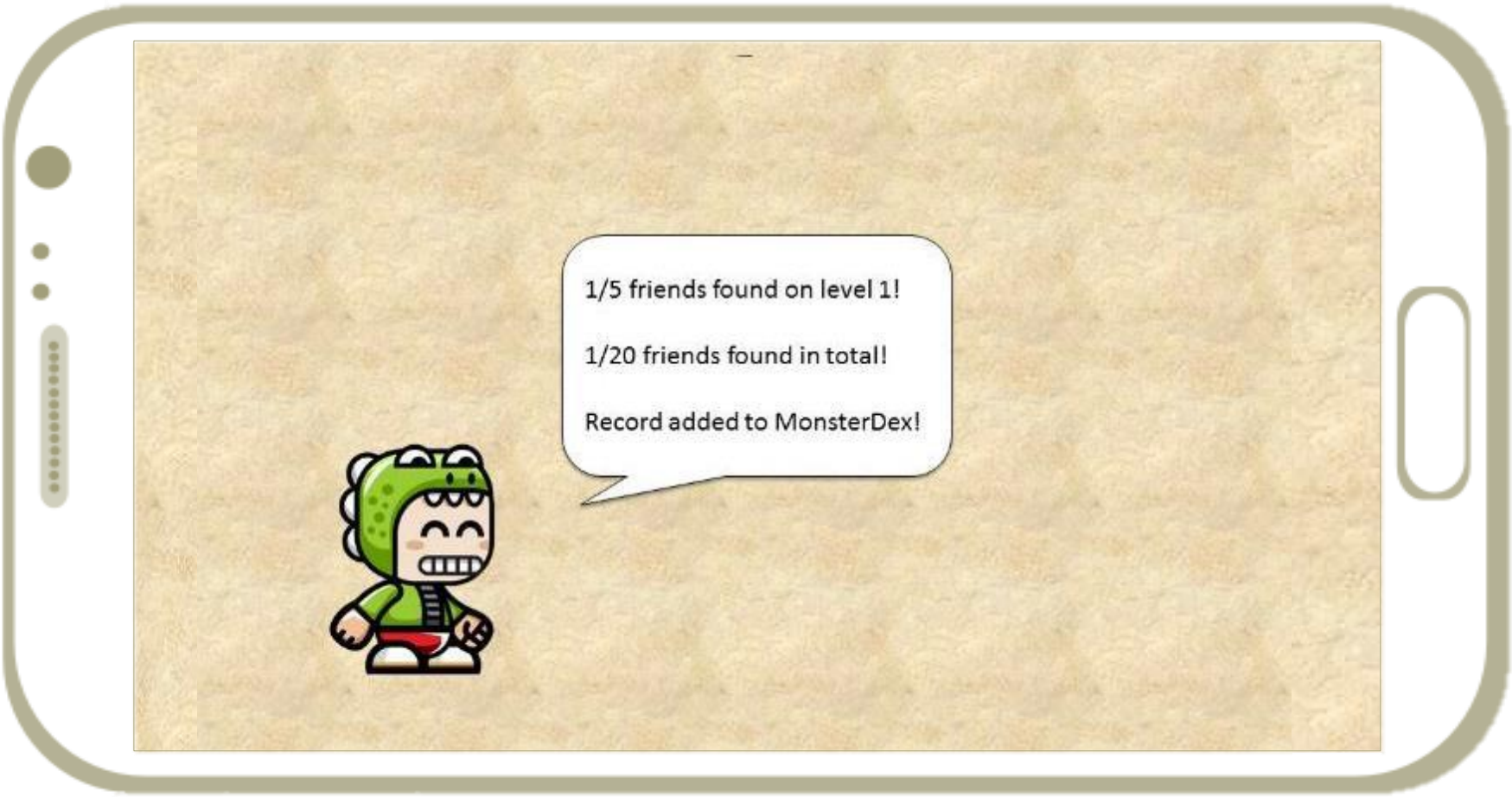

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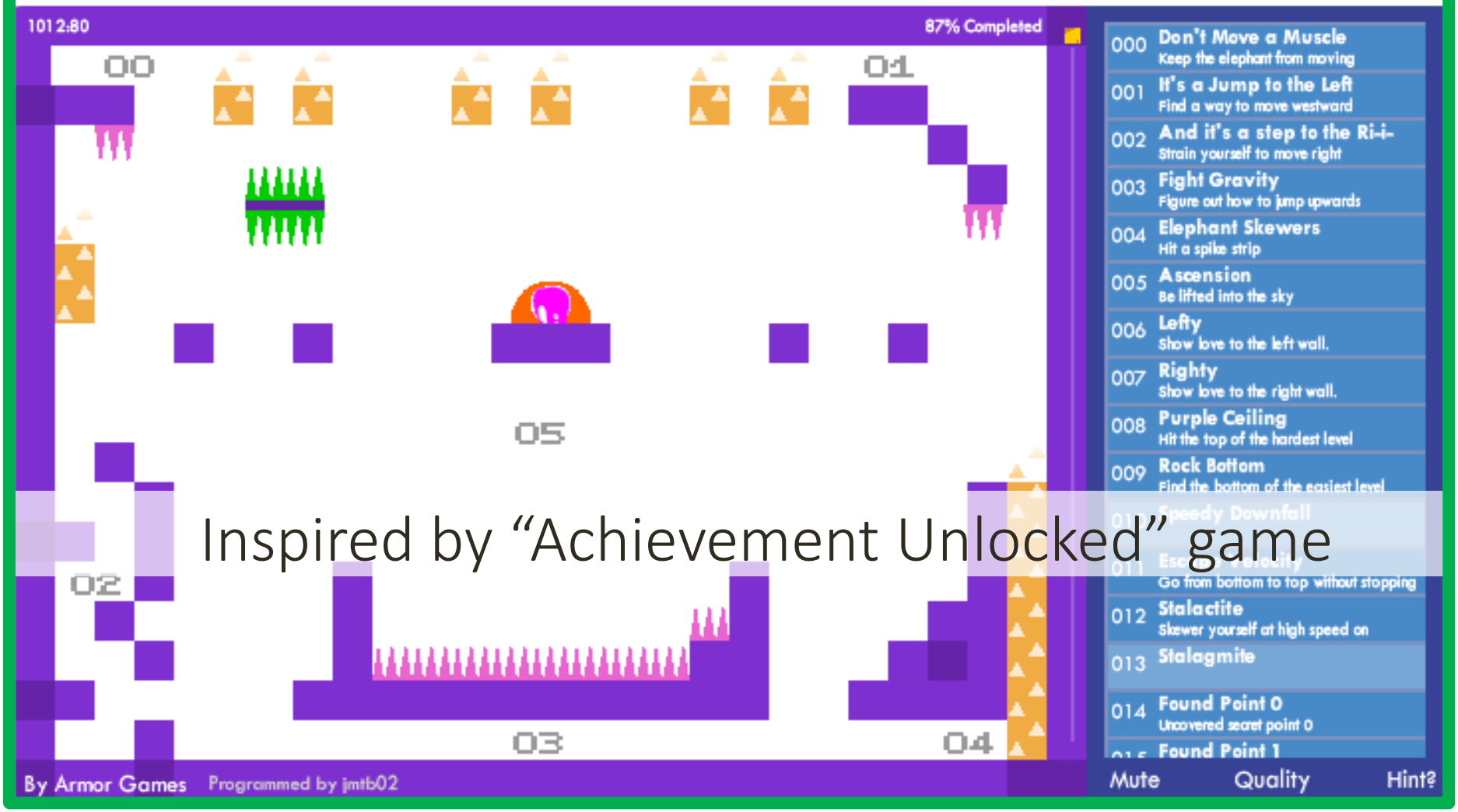

Inspired by “Achievement Unlocked” game

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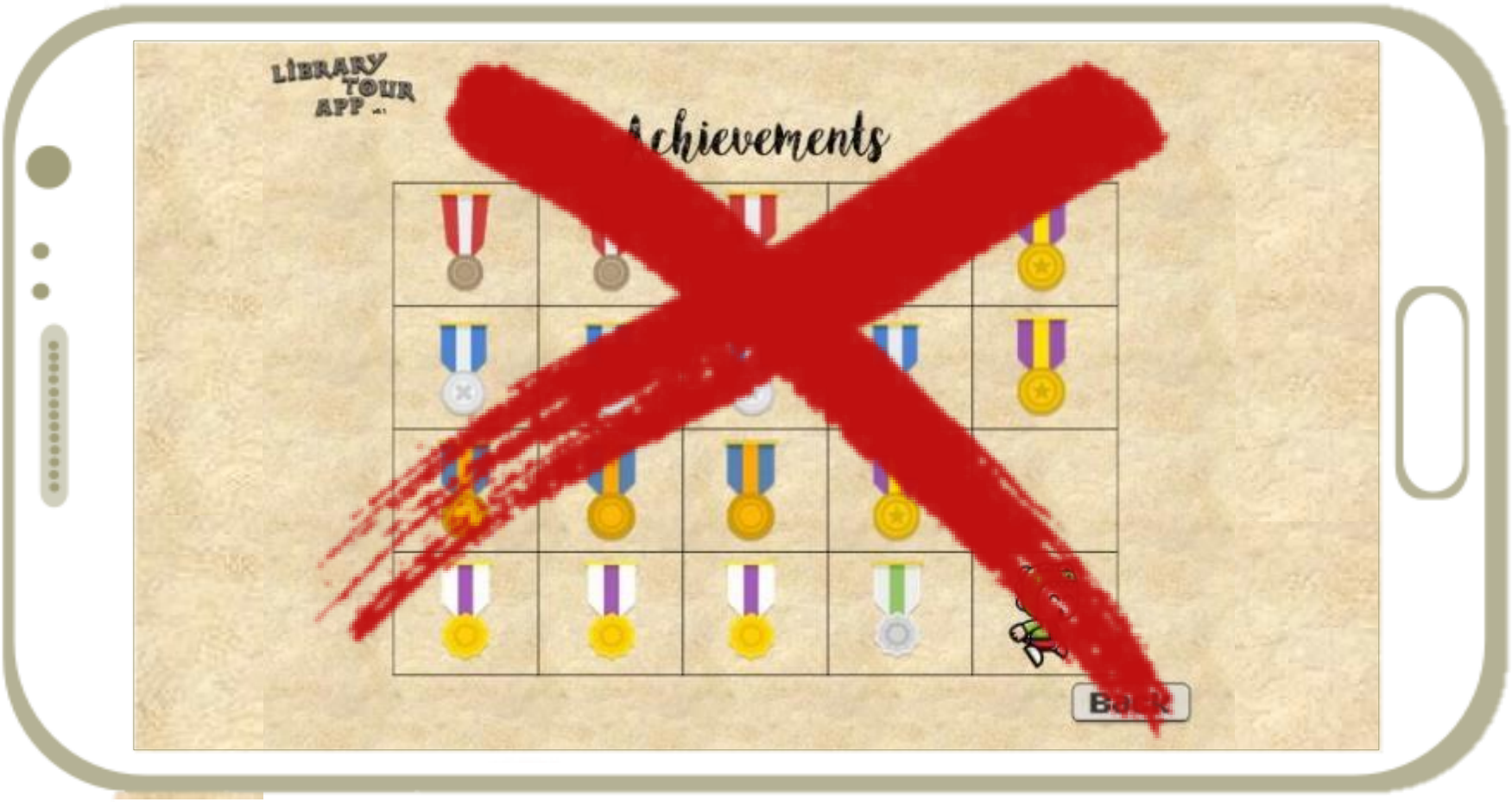
Product



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Product

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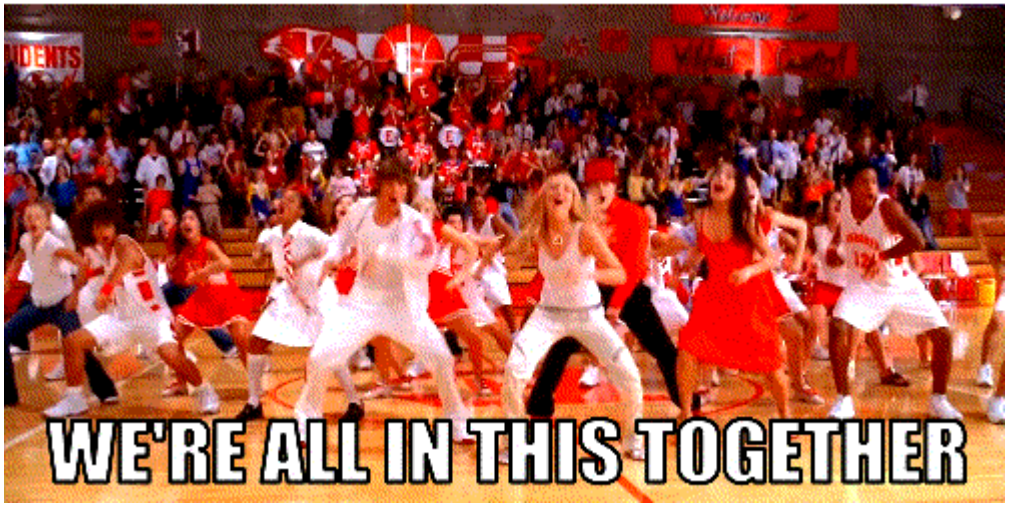
Philosophy



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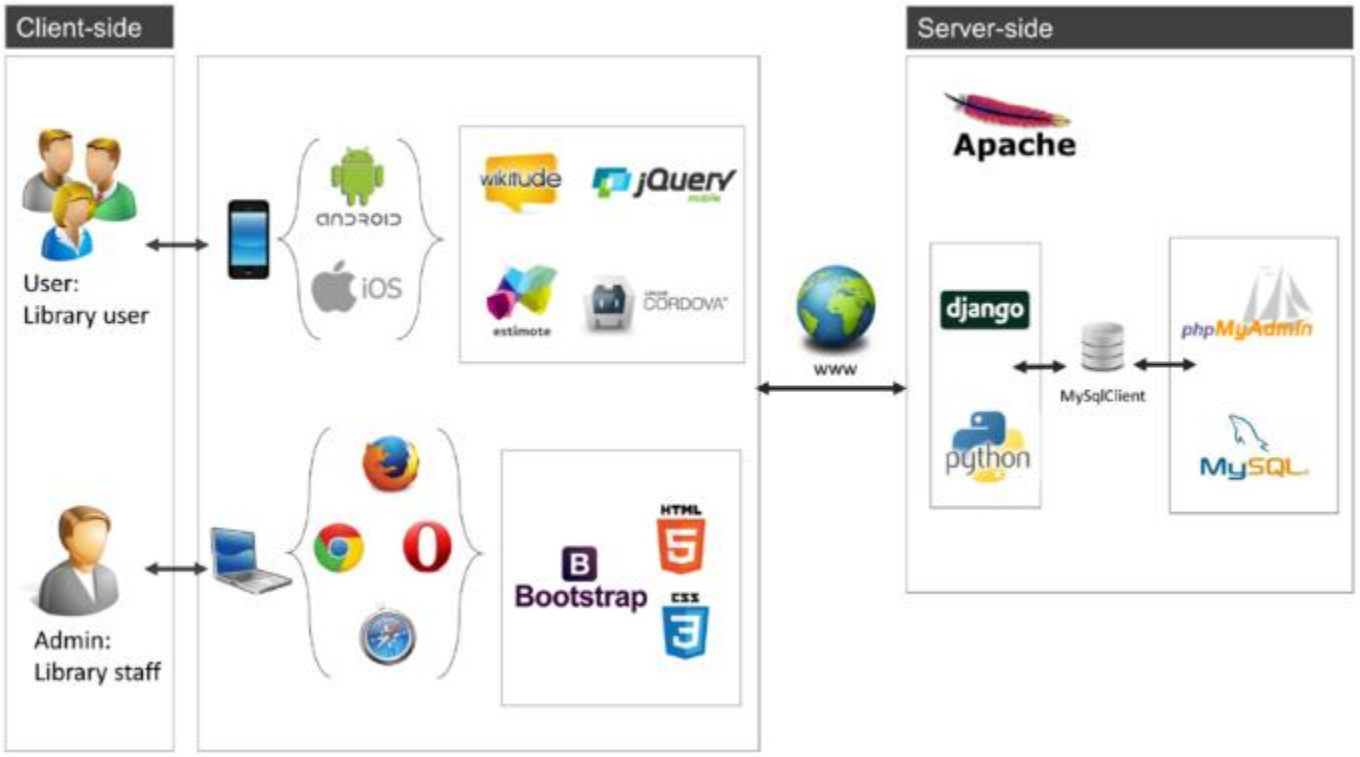
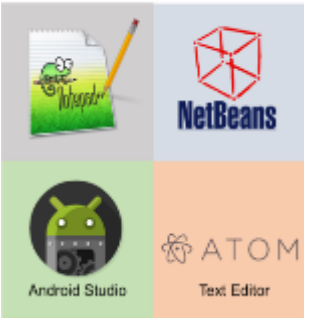
Philosophy

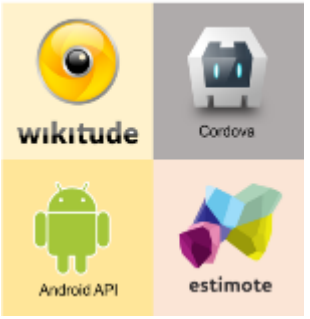


IDE



LANGUAGE

LIBRARY



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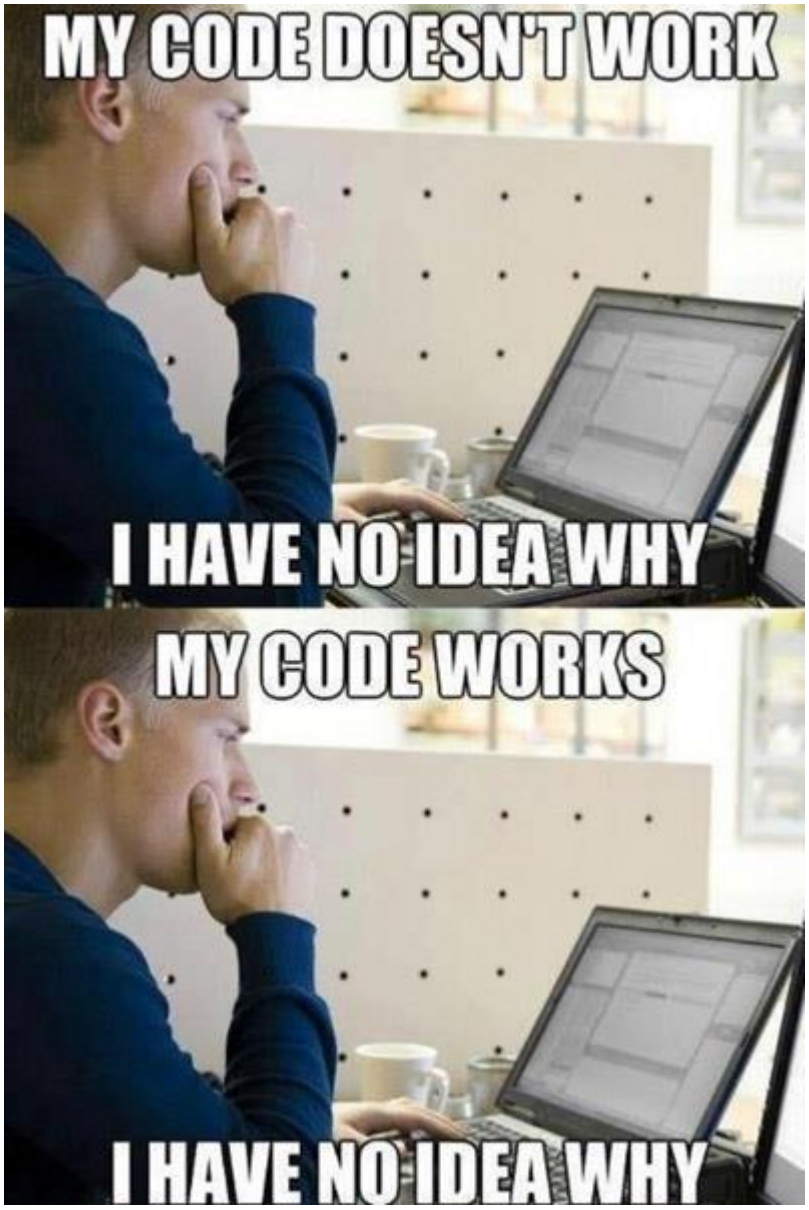
Philosophy



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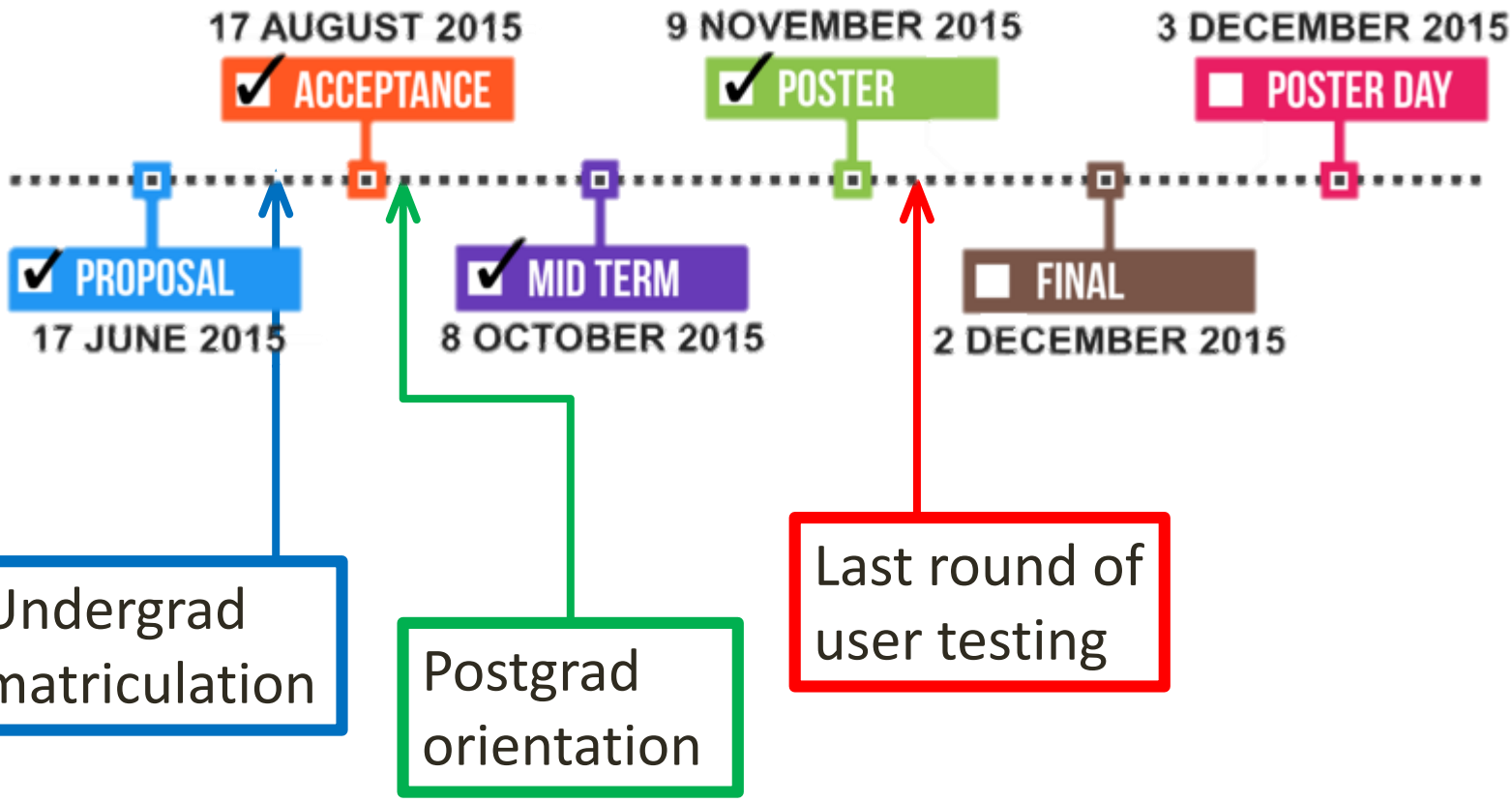
Philosophy


17 AUGUST 2015
ACCEPTANCE
9 NOVEMBER 2015
POSTER
3 DECEMBER 2015
POSTER DAY
PROPOSAL
17 JUNE 2015
MID TERM
8 OCTOBER 2015
FINAL
2 DECEMBER 2015
Undergrad matriculation
Postgrad orientation
Last round of user testing

Philosophy

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Jiaxin Low

Singapore Management University

Resources

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