

A GUIDE TO DIGITAL LEARNING DESIGN

Digital Learning Design: From Hyperlinks to Augmented Reality

The emergence of digital media formats, Internet resources and the ability to create digital content through the use of interactive mobile devices like tablets, smart phones and interactive whiteboards have now become a standard feature of every classroom environment. This presentation by Mike King and Jesse West will provide ways to create digital rich interactive lessons. Participants will be provided with various digital tools to construct interactive multimedia rich lessons "From Hyperlinks to Augmented Reality." The simple design method used in the presentation will offer participants an array of ways to access and combine content into a complete seamless direct instructional learning occurrences that focuses on 21st century learning modalities. These modalities of learning are designed for students who need a representational experience, the provision of symbolic figurative occurrences, concrete episodes, abstract developments, and symbolic interactions with their world. Digital tools used in the presentation will include hyperlinks, QR Codes, Videos and Augmented Reality formats such as Aurasma.



Viewing Interactive Presentation

Please note that all graphic images represented in this presentation are interactive. Interactive resources include hyperlinks, QR Codes and augmented overlays.

Scanning QR Codes & Selecting Hyperlinks

QR Codes are direct links to associated media within the slide. QR Codes are also hyperlinked to media resources. Users can choose between scanning the QR code with a mobile device or clicking directly on the QR Code itself. To scan a QR Code you must have a QR Code application uploaded to your mobile device, such as Qrafter or i-nigma. Other QR code applications may also be used.

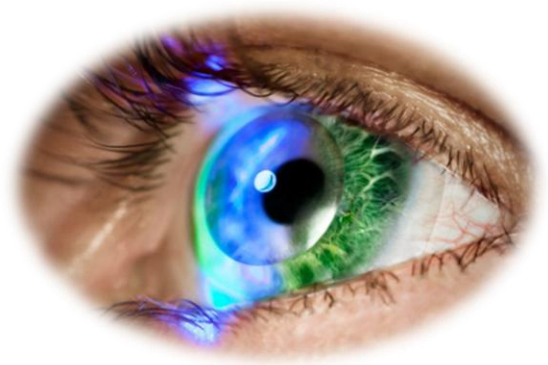


Viewing Augmented Media

- **Download Aurasma:** The larger images on the slide are auras or triggers and are designed to be activated through a channel selection in Aurasma . To activate augmented media you should first download Aurasma on you mobile device. (Download Aurasma to Mobile Device)
- **Activate Channel:** To activate the channel for this presentation "Augmented Reality 2" you can select the following link <http://auras.ma/s/5GHrT> or use the search features in Aurasma.
- **Locate Channel:** To find the channel in the search feature select the magnifying glass icon at the bottom of the application and type in "Augmented Reality 2."
- **Activating Augmented Media:** A eye image will appear, select follow and tap the square icon on the bottom of the screen. You are now ready to view Auras by holding your mobile device over a trigger image. The trigger image will activate by aligning the picture within the square.

The following slides contain Auras:

- Slide 1: Innovation Man
- Slide 3: Connected Learning
- Slide 6: An Open Letter to Educators
- Slide 22: Black and White Scanned All Over
- Slide 27 Layered Augmented Marker
- Slide 28: Mark Twain Avatar
- Slide 29: Posting Virtual Content Boot Hill Trailer
- Slide 34: Marker-less Geo AR
- Slide 37: Wax Museum Promotional



Presentation Objectives:

- **Learning Demonstration One:** "How to Create A Hyperlink" Participants will learn the essential steps to create a text and image hyperlink by using the insert hyperlink tab to embed a url reference point in PowerPoint.
- **Learning Demonstration Two:** "Creating Multimedia Resource Folders" Participants will see a demonstration on how to create a multimedia folder that includes multimedia resources and embed a hyperlink onto an image using an overlay.
- **Learning Demonstration Three:** "Thinglink as a Multimedia Resource" Participants will learn the how to create, convert, and upload and infographic image to thinglink and embed a series of concept related hyperlink resources for a deep learning experiences.
- **Learning Demonstration Four:** "How to Use a QR Code Generator" Participants will learn how to use and generate a QR Code in the classroom by accessing the QR Treasure Hunt Generator.
- **Learning Demonstration Five:** "Using Aurasma Studio" Participants will learn how to upload trigger images, create layers, with overlays and setup channels to produce augmented content in Aurasma Studio.
- **Learning Demonstration Six:** "How to Crete Air Tags" Participants will learn how to use a Sekai Camera to create, search and find air tags by marking and referencing content at specified Geo Locations.

What digital tools and applications will you need?

Below is a list of tools and applications you will need to bring to the in-service that will allow you to create and design interactive digital media.

A Personal Computer with the following software applications:

- [A Login to Aurasma Studio](#)
- [A Login to Thinglink](#)
- PowerPoint or Keynote
- [Access to Digital Learning Design Website](#)
- [QR Code Treasure Hunt Generator](#)
- [QR Code Monkey](#)



A Mobile Learning Device (Cell Phone or Tablet) with the following Apps:

- [Aurasma App](#)
- [Thinglink App](#)
- [QR Code App \(Qrafter\)](#)
- [Sekai Camera App \(iPad\)](#)
- [Link to Augmented Reality 2 Channel](#)
- [Table Top Speed](#)
- [AR Media](#)

