

FR109HOL

Getting Started With Augmented Reality



Introduction

Destery Hildenbrand

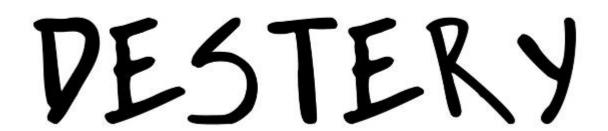
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Lets get Started

7appar

- Zappar app
- https://tinyurl.com/ARwithDH

Ready

nload Zappar for om your app store Aim

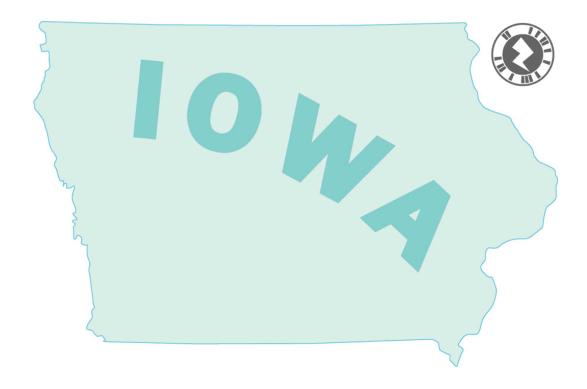
Scan the zapcode then aim at the whole image



Vatch it come to



Try it out





360° Immersive Example



Culinary Studio DEMO



Augmented Reality

Augmented reality is the overlay of digital information onto the real world.





Reality of Realities

- Augmented Reality (AR) digital overlay
- Virtual Reality (VR) fully immersive
- Mixed Reality (MR) interactive digital overlay
- 360° Video fully immersive
- Extended Reality (XR) all reralities



Barriers to Adoption

- Time
- Resources
- Hardware/software uncertainty
- Organizational support
- User acceptance/expectations





Why Augmented Reality

- Accessibility
- Lower Cost
- User fit





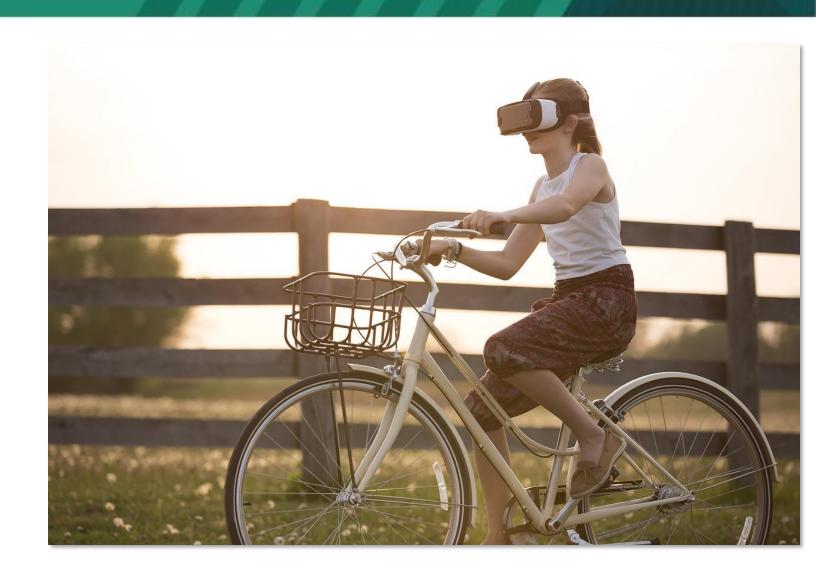
Augmented Reality (AR) and Virtual Reality (VR) Market Worth 60.55 Billion USD and 34.08 Billion USD by 2023

SOURCE MarketsandMarkets



Why the Wait

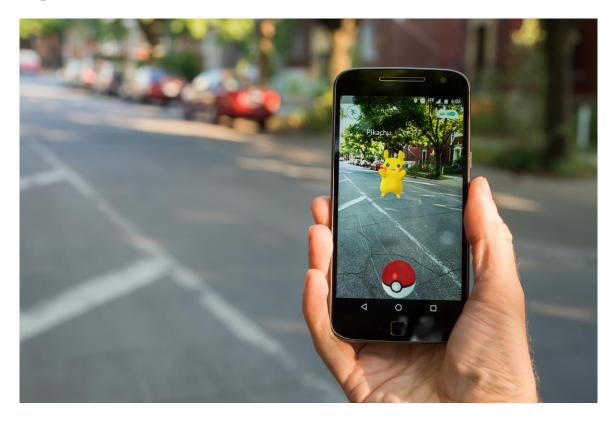
- Cost
- Application
- Hardware/software
- Skillset





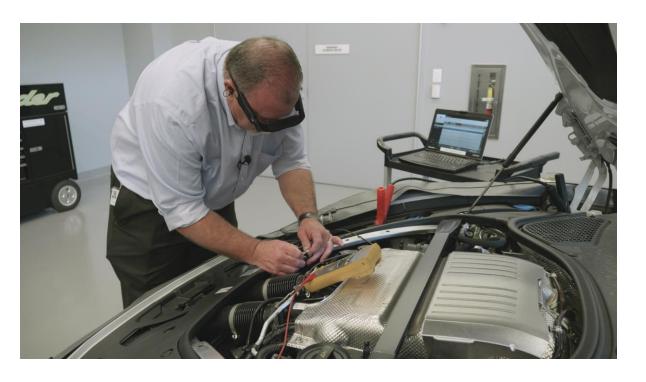
Where Augmented Reality

- Field Service
- Manufacturing
- Construction
- HR
- Learning and Development
- Wayfinding
- Entertainment/marketing





Field Service







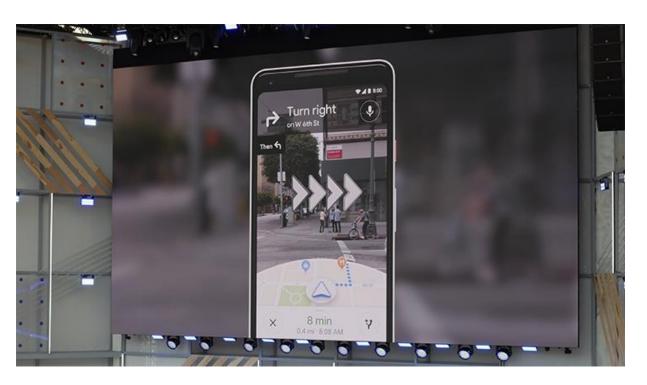
Construction







Wayfinding









constraints and cost



Apple wearable AR accessory by 2020



AR Software







Spark AR Studio





facebook.





















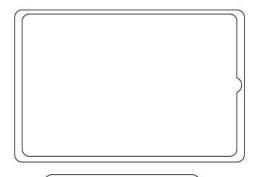


Plan and Design in Layers



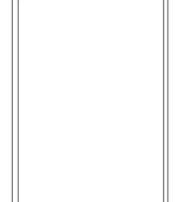


Storyboard



Landscape

Audio/Video _______
Images/3D ______
Text _____



Portrait

SCENE	SCENE
	SCENE
Trigger/Target/Item (Sketch trigger and overlays)	
Interactions	
Audio/Video	
Images/3D	
Text	



Design Notes

Fade in/out elements, stagger Interaction for contact info

Business Card Storyboard

Text/ image/ logo Video Contact info (phone, social)



Destery Hildenbrand Learning Specialist











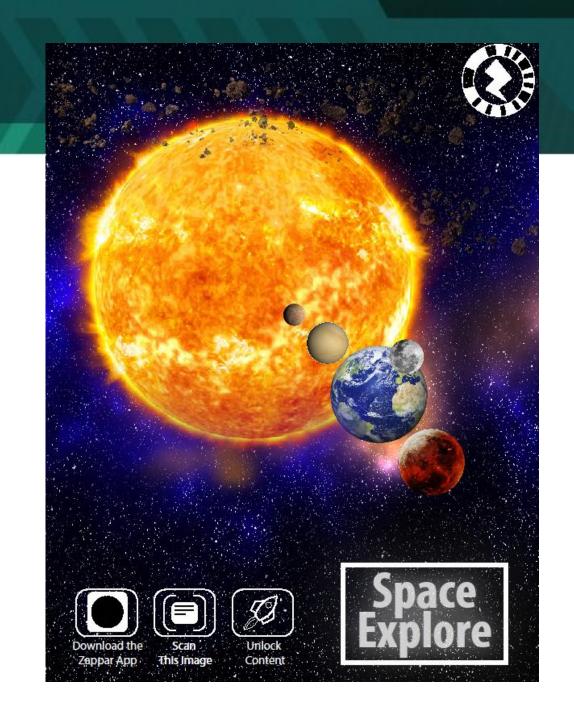
Media Integration



360° Interactive Example



Safety Check DEMO





What doesn't change with immersive tech?

- Instructional design philosophy's
- Principles of good design
- Setting and meeting learning objectives
- Adult learning theory

It's just a tool in the toolbox and it's only as good as how you use it



Thank you!

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