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

Low Jiaxin
Research Librarian, SMU Libraries
Dramatis personæ

library team

school of information systems
Push

Process

Product

...Philosophical ramblings
Push factors

- Increasing student numbers
- LibQuest (2012-) was labour-intensive
- Experiential learning for students

<table>
<thead>
<tr>
<th>Year</th>
<th>Ugrad</th>
<th>Pgrad</th>
</tr>
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<tbody>
<tr>
<td>2012</td>
<td>874</td>
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<td>2013</td>
<td>1006</td>
<td>7297</td>
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<tr>
<td>2015</td>
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Process

Collaboration

• Early 2015
  – Brainstorming ideas for library tablets
• May 2015
  – Meeting with SIS
• IS480: IS Application Project
• Library as Client
The proposed application will consist of the following modules:

1. Monster Hunt
2. Achievements
3. Player Progress
4. Monstrex
Process

User Acceptance

User Studies
Process

LIBTOURAPP

Gotta catch 'em all!

LibTourApp is a mobile app developed by SMU students and Library that incorporates augmented reality technology to make cute monsters come alive! Have the unique chance to shape the LibTourApp by taking part in this showcase! **A token of appreciation will be given at the end of each session.

12th November 2015
1st session: 3:30pm to 5pm
2nd session: 7:30pm to 9pm


For enquiries, please contact: siying.ong.2013@sis.smu.edu.sg
Process
Product
Product

LIBRARY TOUR APP

Start

Continue
Product

tap on any of the icons to continue
Product

• Indoor Positioning System: Estimote iBeacons

• For detecting proximity to monsters
Product

MONSTER ALERT!

Name: Unknown...
Proximity: Near

(tap here to scan monster when you see it!)
Product
MONSTER ALERT!

Name: Unknown...
Proximity: Near

(tap here to scan monster when you see it!)
Product

- Augmented Reality: Wikitude
(tap on monster to interact!)
Product
Product

This is the Lounge.

...
Product

How long can you take out a book for?

Two hours
Three days
Twenty-one days
Product

1/5 friends found on level 1!
1/20 friends found in total!
Record added to MonsterDex!
# Product

## MonsterDex

<table>
<thead>
<tr>
<th>Level 1: The Plains of Shadyward</th>
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</thead>
<tbody>
<tr>
<td>![Image 1]</td>
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</table>

<table>
<thead>
<tr>
<th>Level 2: The Hill of Shag</th>
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<tbody>
<tr>
<td>![Image 2]</td>
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</table>

<table>
<thead>
<tr>
<th>Level 3: The Isle of Hologhubs</th>
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<tbody>
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<td>![Image 3]</td>
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<table>
<thead>
<tr>
<th>Level 4: The Cavern of Dineesters</th>
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<tbody>
<tr>
<td>![Image 4]</td>
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<tr>
<td>The Plains of Sladecha’rd</td>
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<td><img src="image1" alt="Monster Image" /></td>
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<tr>
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<td><img src="image13" alt="Monster Image" /></td>
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Product

- Gamification:
  - MonsterDex
  - “Achievement Unlocked”-inspired
Product

Achievements
# Achievements

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<tr>
<th>Category</th>
<th>Completion</th>
<th>Icon</th>
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<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Icons</th>
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<tbody>
<tr>
<td>1</td>
<td>Pikachu</td>
<td><img src="#" alt="Monster" /></td>
</tr>
<tr>
<td>2</td>
<td>Plantman</td>
<td><img src="#" alt="Monster" /></td>
</tr>
<tr>
<td>3</td>
<td>Hillman</td>
<td><img src="#" alt="Monster" /></td>
</tr>
<tr>
<td>4</td>
<td>Idlem</td>
<td><img src="#" alt="Monster" /></td>
</tr>
<tr>
<td>5</td>
<td>Cavernman</td>
<td><img src="#" alt="Monster" /></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Category</th>
<th>Icons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Completionist</td>
<td><img src="#" alt="Completionist" /></td>
</tr>
</tbody>
</table>
Product

Degree Progress Report

Name: Pingu
Progress: 5 monsters found
Time Left: 25:12 min
Philosophical ramblings…

WE'RE ALL IN THIS TOGETHER
Philosophical ramblings…

Working with students

• Expectations

• Learning curve
Philosophical ramblings...

Working with students

• Timeline and testing

17 AUGUST 2015
- ACCEPTANCE

9 NOVEMBER 2015
- POSTER

3 DECEMBER 2015
- POSTER DAY

17 JUNE 2015
- PROPOSAL

8 OCTOBER 2015
- MID TERM

2 DECEMBER 2015
- FINAL

Undergrad matriculation
- Postgrad orientation
- Last user testing
Philosophical ramblings…

• “Technology”?

vs

• iBeacon and push notifications
Resources


• IS480 BesTeam wiki: https://wiki.smu.edu.sg/is480/IS480_Team_wiki%3A_2015T1_BesTeam