S C A R L E T

SPECIAL COLLECTIONS using AUGMENTED REALITY to ENHANCE LEARNING and TEACHING

The SCARLET project addresses one of the principal obstacles to the use of special collections in teaching and learning – that students must read rare books and manuscripts in controlled conditions, where they are isolated from important digital resources that can help their understanding of the text.

For the first time, **SCARLET** is using Augmented Reality (AR) to enhance the experience of using special collections material in learning and teaching. By linking fragile and rare objects with related online resources we're creating an AR information-rich world of materials and digital assets - helping students to connect with primary source materials.

In one example, third year Italian students at The University of Manchester are using our mobile app to enable them to study early editions of Dante while simultaneously viewing catalogue data, digital images, webpages and online learning resources on their tablet devices and phones.

SCARLET is revolutionising practice in this field, and has endless potential to enhance learning experiences across the curriculum.

The involvement of three award-winning teachers, Guyda Armstrong (Italian), Roberta Mazza (Classics) and Jerome de Groot (English and American studies), as well as their students, ensures that the applications are rooted in pedagogical needs and that the technology facilitates learning, rather than being just an end itself.

Perspectives on SCARLET from some members of the team

The future of AR within special collections is very exciting. We're demonstrating that AR can really enliven students experience of Special Collections_

John Hodgson
Collections Manager

Using AR we can show students the treasures we have in the library and we can open up resources to them using this exciting new technology_
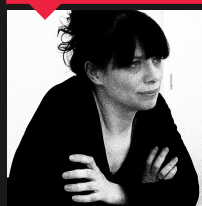
Guyda Armstrong
Lecturer in Italian

AR promotes active learning and critical response by encouraging students to engage with the rich, visual content_

Matt Ramirez
Lead Technical (AR) Developer

Try Augmented Reality

1. Download Junaio app from the Android Marketplace or Apple App store.
2. Launch Junaio and Scan the channel QR code.
3. Hold the device over one of the project team headshots.
4. Tap the 3D logo to access video interviews.