

What is AR?

Augmented reality (AR) uses a phone or other screen of the real-world where elements are “augmented” or “overlayed” with real-world sensory input such as sound, video, graphics, haptics or GPS data.

Augmented Reality differs from virtual reality(VR) because it includes the surrounding world while VR replaces this world entirely. It allows for students to interact with the real world while still absorbing information that we choose to overlay.

Try out some of these resources:



Quiver

Use the Quiver Apps to bring the pages to life, then sit back and get ready to marvel as your creation springs from the page.



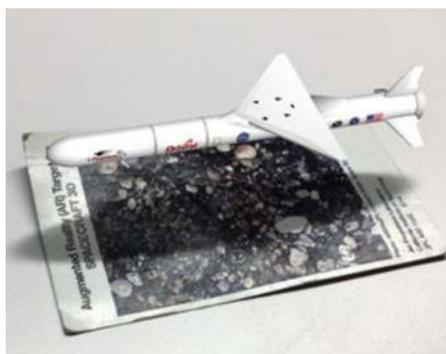
iScience book

Watch science come alive as never before! From atoms and elements to sound waves and gravity, iScience captures the wonder of science.



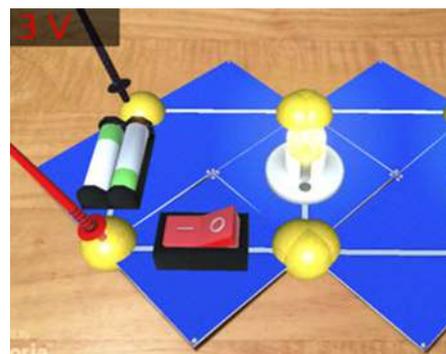
Google Expeditions AR

Imagine staring into the eye of a miniature Category 5 hurricane. With Expeditions AR, teachers can bring the world into the classroom to help engage students with immersive lessons.



Space Craft 3D

NASA's Spacecraft 3D is an augmented reality (AR) application that lets you learn about and interact with a variety of spacecraft that are used to explore our solar system, study Earth, and observe the universe.



AR circuits

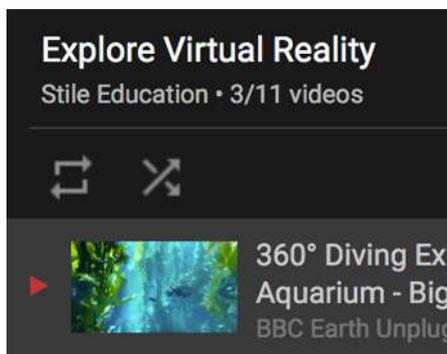
With the AR Circuits app students can build and test realistic circuits using AR technology. The app allows you to build circuits without the expense, safety concerns, and inconveniences associated with physical electric components.

What is VR?

Virtual reality (VR) is a computer technology that uses virtual reality headsets, to generate realistic images, sounds and other sensations that simulate a user's physical presence in a virtual environment.

A person using virtual reality equipment is able to “look around” the artificial world, and with high quality VR move around in it and interact with virtual features or items. Using our Cardboard Viewer students can experience places and realities that are not otherwise accessible.

Try out some of these resources:



YouTube Playlist

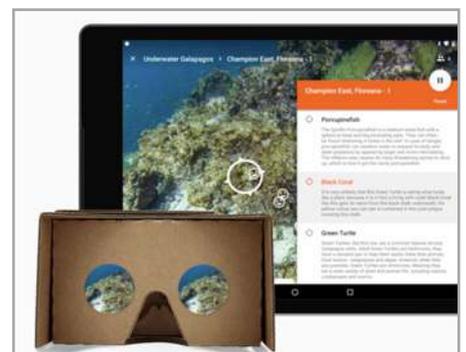
We've collected some of the best VR science experiences from the internet. They're ready for use in classrooms with or without headsets. Check it out

Theta 360 camera

While it's possible to shoot 360 photos with your mobile you'll need a 360 camera to shoot video. You can upload your footage straight to YouTube.

FOV app

Shoot your own 360 images with just a mobile. These images can be used to create immersive experiences.



Science in VR app

The SciVR app is your gateway to sthe cosmos to you. This Inspiring Australia initiative is supported by the Australian Government as part of National Science Week.

Google Expeditions

Choose an Expedition and invite your class to jump right in. With a Google Expeditions kit, you can guide your class on virtual reality tours. Travel to the Amazon rainforest and much more.