

Murder in the Library

Using Augmented Reality to Solve the Crime

Presenter: Tara Ball

In term three, 2016, St Andrew's Cathedral School (SACS) Library collaborated with the English department, to create a unit based around the supposed murder of a visiting author

The goals of this unit were to:

- complement the year 7 unit on detective fiction
- demonstrate the structure of a detective fiction narrative
- move beyond the walls of the library and provide students with evidence in the digital space
- collaborate with the English department
- get students into the library and using our spaces
- create a unit that was compelling enough to keep the students interested for a whole term



The victim



Using Aurasma

Using the augmented reality app Aurasma, SACS students could make images come alive with pictures, video and audio:

- When examining the crime scene, students could scan fingerprints with their iPads, with information appearing on their screens about who owned the fingerprints
- As more evidence was released, Aurasma was used to share videos related to the case, including security footage and updates from the lead Detective

Social Media

The library also posted further clues on the SACS Library social media accounts to promote new evidence:



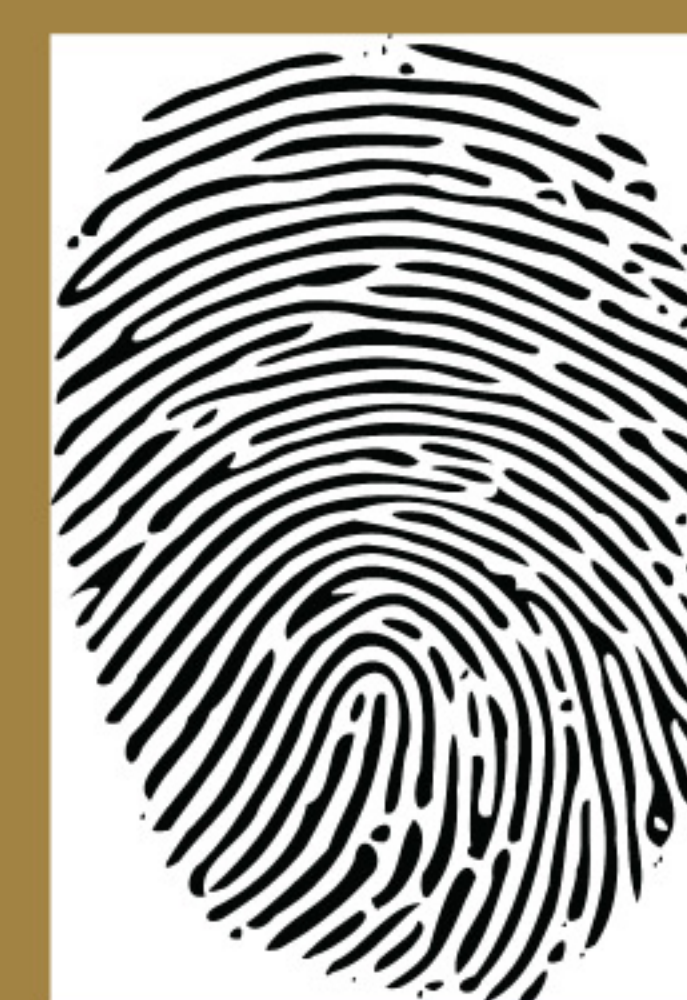
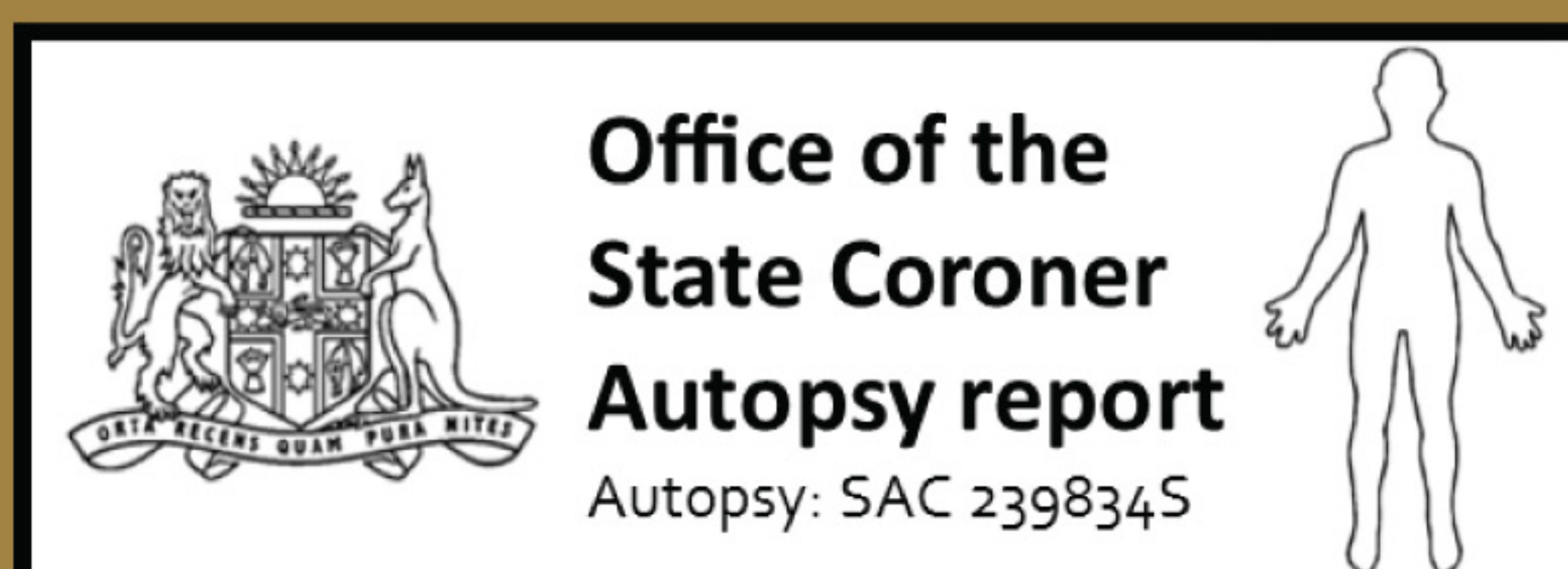
@sacslibrary

Overall, students responded very well to the unit, with many giving logical and lengthy accounts of the suspects and their motives. Those students who helped solve the crime also received a prize after the promotion.



Try it out

Scan any of these images with Aurasma and see them come to life



In what ways could your library use Aurasma?

