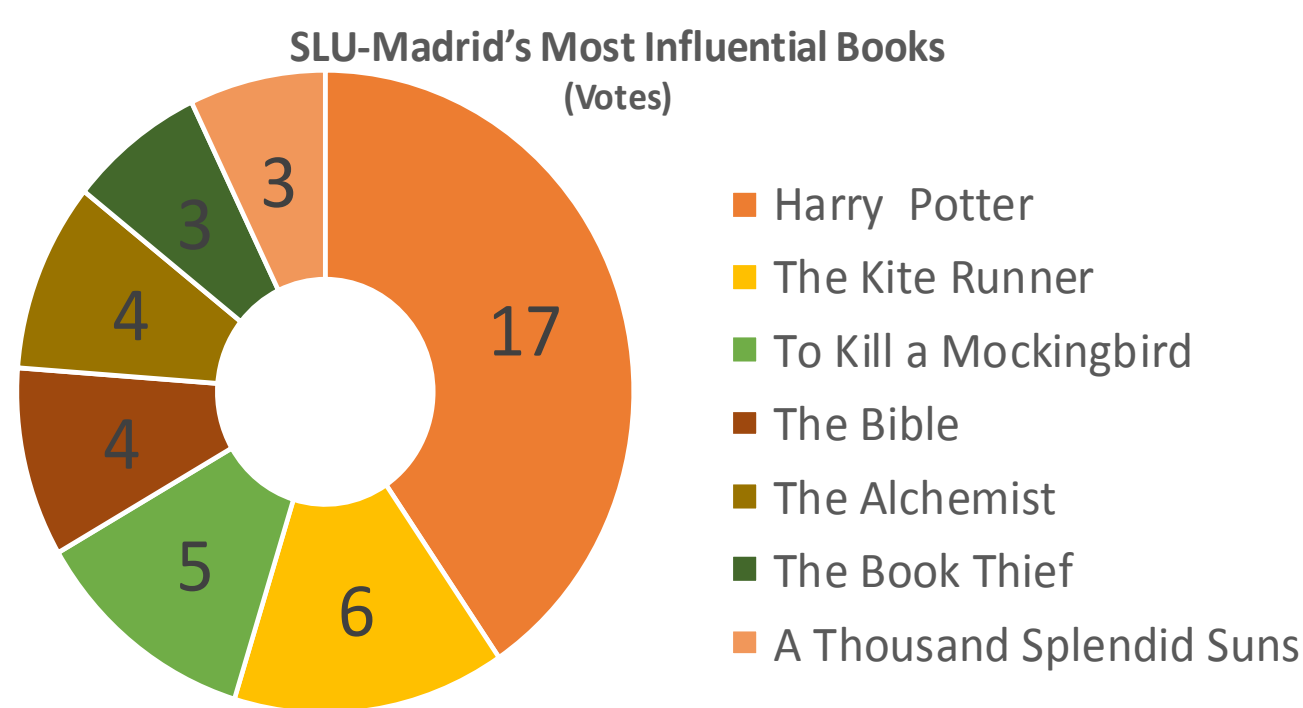


SAINT LOUIS UNIVERSITY  
MADRID

# USE OF AUGMENTED REALITY TO FACILITATE ACCESS TO INFORMATION

## FIRST STAGE: STARTING POINT

In the year 2015, the augmented reality of level 0 was introduced in the library, with the incorporation of QR codes that facilitated the access to the information of the most read books on the campus. The experience began with the application of a survey, in which students were asked about their most influential readings. From 222 votes, the top five books were selected. The posters of the covers of the books displayed QR codes that linked with the official information from the web of the author.



## SECOND STAGE: EXPANDING THE IDEA

The next action was to incorporate QR codes to facilitate access to library resources.

Search the  
library catalog



Library Research  
Guides

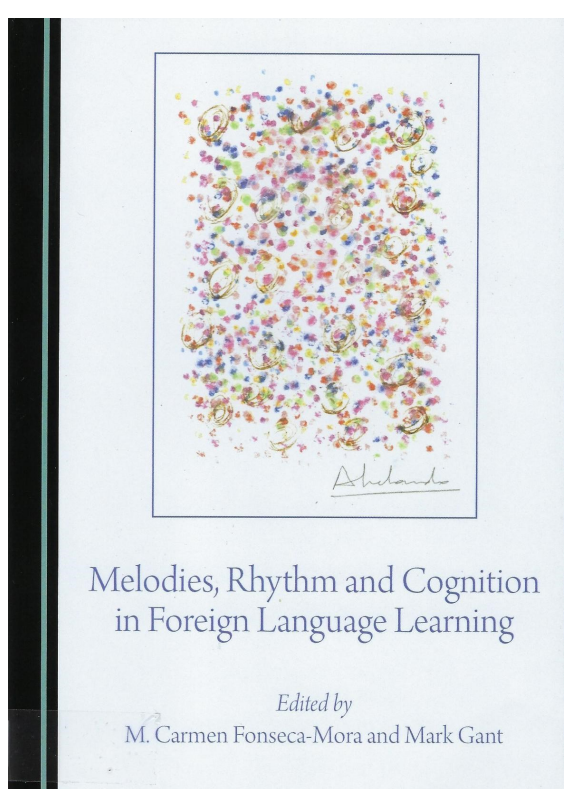
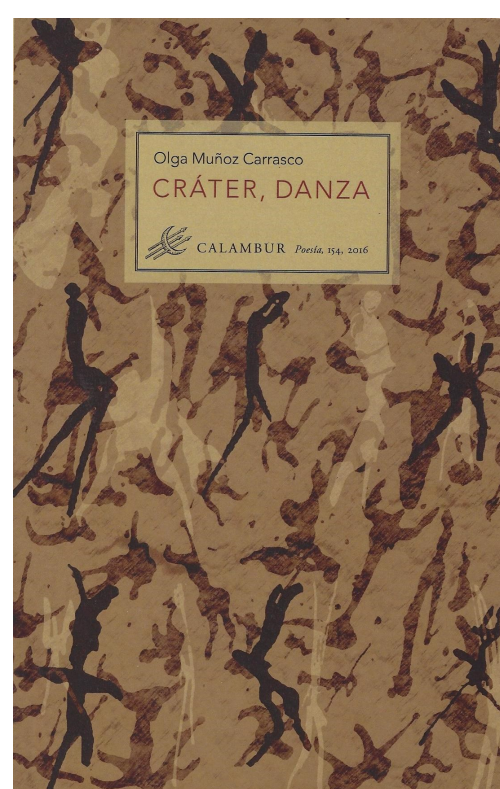
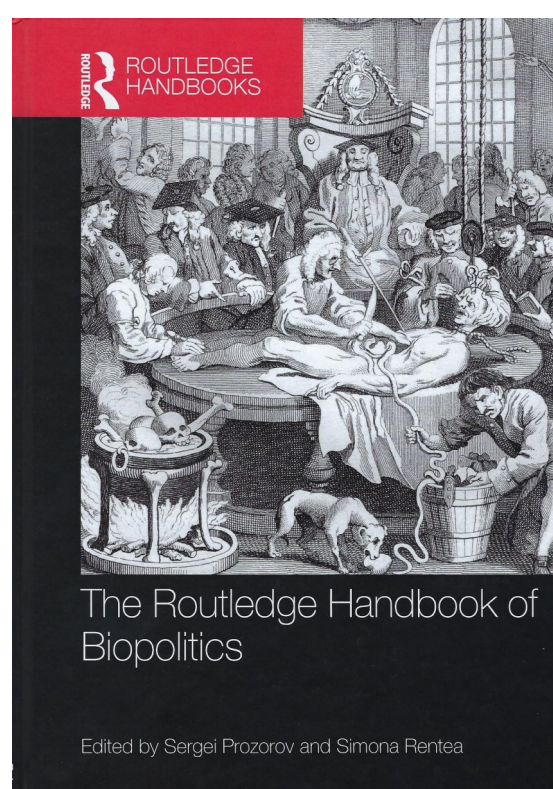
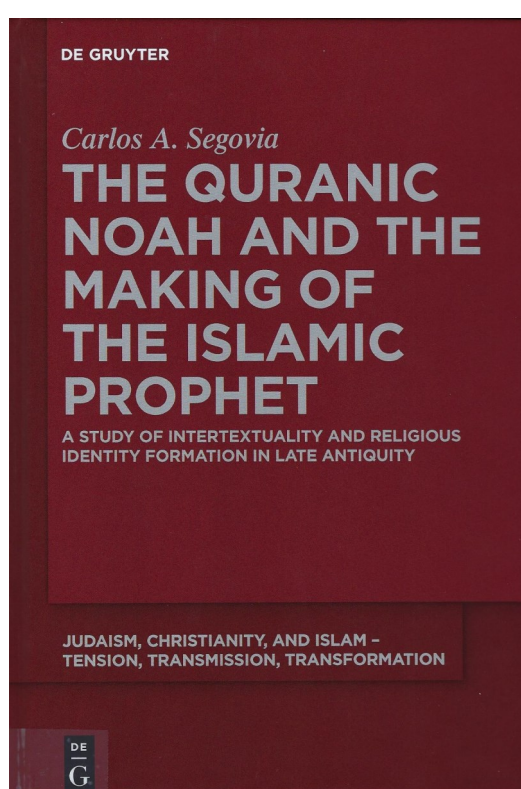
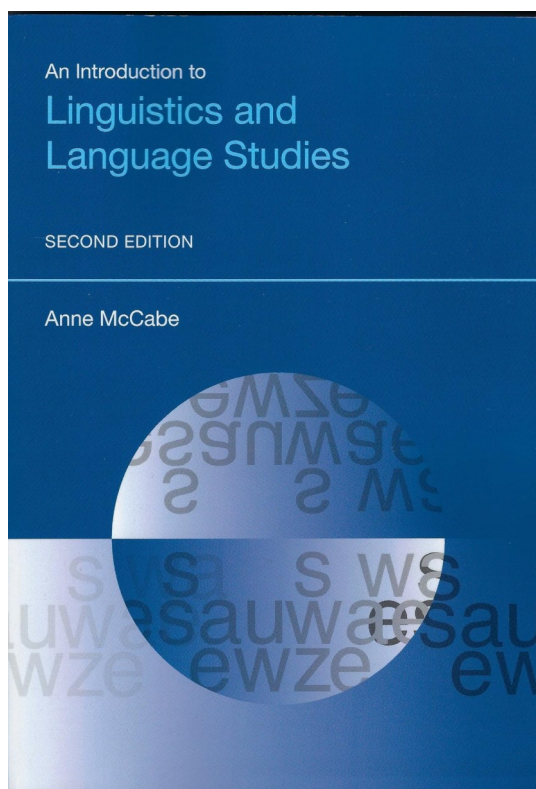


Your borrowing  
privileges



## THIRD STAGE: A STEP BEYOND

Subsequently, augmented reality was added to the professors' books (link to videos of professors in which they commented on their work) and to the same library (augmented reality applied to the spatial orientation in the library).



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