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# SCARLET (Special Collections using Augmented Reality to enhance Learning and Teaching)

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| Name |

## Augmented Reality (AR)

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| **1. Are you aware of Augmented Reality?** |

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| **2. If yes, in what contexts have you used it, i.e., in sport telecasts or video games which simulate a player’s perspective?** |

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| **3. What benefits could AR possibly offer to a course, module or other educational context?** |

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| **4. If you haven’t used AR previously, do you have any concept of what it is or what it might do?** |

## Mobile Devices

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| **1. Do you currently use any mobile devices, e.g., phone, tablet?** |

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| **2. Do you regularly use your mobile device to access the Internet?** |

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| **3. What else do you use your mobile device for, e.g., texting, email, music, video, games, etc?** |

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| **4. Have you ever discussed an assignment or a course via your mobile device?** |

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| **5. If yes, do you consider that to be part of your preparation, or even part of the research process?** |