**BYOD Library Tour Project**

**Project Context**

The aim of this project is to explore the use of Augmented Reality (AR) or Indoor Positioning (IPS) within the confines of the Libraries as new avenues for engaging and interacting with users.

The project proposes to complement and enrich our current library tours with the use of AR / IP technologies. Reasons for working on a library tour are multi-fold:

Firstly, from past library matriculation exercises, we observe that users prefer to use their own devices in their interactions with the library. With a Bring-Your-Own-Device (BYOD) tour, users can enjoy the familiarity of using their own device while exploring a new environment.

Secondly, if the pilot is successful, future library tours can become entirely or partially self-guided. This saves staff resources taken up for conducting tours for large groups.

Thirdly, students may appreciate the self-directed approach, leading to a higher active participation in a tour. The activity also establishes the Libraries as having both a physical and a digital presence.

**Software Requirements**

1. The application must run on mobile devices (smartphones and tablet devices).
2. The application should introduce places of interest within the Libraries, as defined by administrators, by displaying images with audio, or playing back video when the user approaches the marked area.
3. The application should allow browsing of all areas using a list or a map.
4. (Optional) The underlying system should allow administrators to add new maps and mark out new points of interest.
5. (Optional) The underlying system should guide the user in navigating from one point to another, via pre-defined pathways, or otherwise.
6. (Optional) The application should incorporate social media functions, e.g. uploading of photos or locations with comments to social media networks.

**Scope of the project**

The initial project should include at least 5 stops on Level 2 of the Li Ka Shing Library:

1. HIVE
2. Learning Commons – Skype booth + Printing Room
3. Lounge
4. Reserves
5. Main entrance – Customer Service Desk and Security Desk