**Experiment Instructions**

Hi! Thank you for taking the time to help me out and do this experiment! It shouldn’t take too long 😊

**Brief Explanation:** The application used in this experiment is an Augmented Reality application. The intended use of this application is to enhance learning (specifically learning in computer science). There are **three** main ways that this application can be used to enhance learning. It uses marker-based tracking – and in this implementation it uses QR Codes as the markers. The idea is that eventually in textbooks, there could be QR codes (or similar markers) that when scanned would bring up supplementary material to help students. This supplementary material could be a link explaining a concept, a link to a video for a more visual explanation, or a 3D model or some type of augmented material that comes up on the phone to help explain the material.

**How to Do the Experiment:** To complete this experiment, there are some sample material that you might see in a class! There are two documents – a handout and a homework assignment. Use the application to test the QR codes on each of the sample material and then complete the post experiment questionnaire. (You don’t have to do the “homework” assignment – just use the application to interact with it).