Augmented Reality: Takes Students to the Real World of Mathematics
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General Steps for Creating Augmented Reality
1. Select AR App
2. Create "augmented" data (overlay)
3. Identify trigger image
4. Link trigger/augmentation
5. Distribute

Resources for Creating Augmented Reality
> *Aurasma* (Aurasma Studio; multi-user capable) www.Aurasma.com
> *LAYAR* (LAYAR Creator desktop app for creation) http://www.layar.com

Tutorials for Creating Aurasma "Auras" (search for Aurasma tutorial in YouTube)
> Introductory Tutorial: http://youtu.be/ZkYZHCRKJbo

Teaching with Aurasma (from Northwest High School)
> Several examples of using Aurasma: http://youtu.be/uHIxYpBW7sc

Professional 3D AR development application: (www.buildar.co.nz)
> Example of math flashcards using augmented reality http://youtu.be/RjPG3VjPBME

Augmented Reality to Engage Students in Mathematics
> Investigation prior to instruction: http://youtu.be/-uycBwTXdKM

Web Resources for Augmented Reality
How Augmented Reality (AR) Can Be Great for Math Class
http://tapintoteenminds.com/2013/11/17/how-augmented-reality-ar-can-be-great-for-math/

AR in Math Classrooms
http://prezi.com/utxwblu7xyr1/ar-in-math-classrooms/ (link at end of Prezi doesn't work)
http://www.k12mobilelearning.com/?page_id=826 (this one does)

Two Guys and Some iPads (blog)
Meaningful Integration of Augmented Reality in Education
http://www.twoguysandsomeipads.com/p/meaningful-integration.html

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