



# SIMPLE E-LEARNING APPS

Morgan Look and Hugh Wilson  
Unitec Institute of Technology

# SIMPLE E-LEARNING APPS WORKSHOP

## Criteria

- Free or very low cost
- Easy to learn
- Available online
- Can be used on any (most) mobile phones or tablets

## Program

11:30 to 11:50 – Videos and Quizzes

11:50 to 12:05 – QR codes and Aurasma

12:05 to 12:15 – Open: Your experiences/favourite apps

12:15 to 12:30 – 3D scanning and Devices

# VIDEO RECORDING

## Uses

- Content Presentation
- Verbal Feedback

## Mobile Apps

- Explain Everything (<https://explaineverything.com>)
- Educreations
- Show Me

## PC Apps

- Techsmith – Jing, Snagit and Camtasia
- Screencast-o-matic

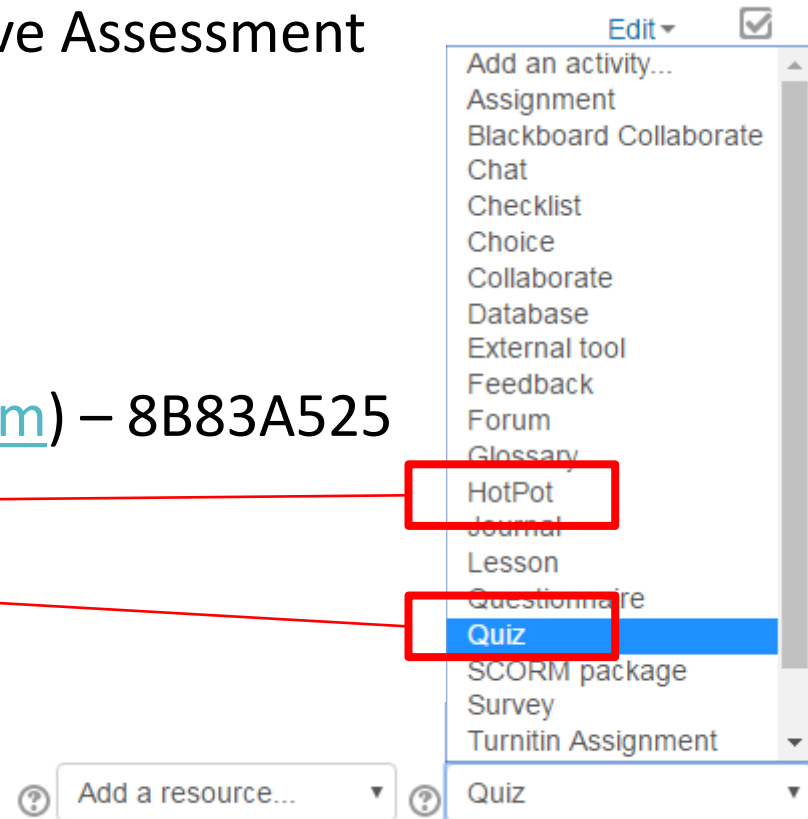
# ONLINE QUIZZES

## Uses

- Group Discussions
- Diagnostic, Formative and Summative Assessment

## Apps

- Kahoot
- Socrative (<https://www.socrative.com>) – 8B83A525
- Hot Potatoes
- Moodle Quizzes
- Quandary – action maze game





# QR CODES

## Uses

- Connect physical and digital worlds
- Link web or video content
- Share access information (e.g. wifi, H&S videos)

## Reader Apps

- ZXing (android)
- LZX QR Code (iPhone)

## Code Creators

- Zxing

[Other data types](#)



# AURASMA

## Uses

- Like QR codes but uses images as tags
- Can have transparent overlays



[Aurasma Studio](#)

# DISCUSSION

Tell us about some of the apps you're using in your courses

# SWIVL

Camera tracking robot to follow subject.

- Pan + Tilt to follow IR marker
- IOS + Android
- Includes microphone link
- Presentation controller
- Pretty expensive ~\$1000





# 3D SCANNING

## Structure sensor

- Combination of sensors (colour, IR, ranger)
- Kickstarter campaign
- Requires iPad for colour camera
- Spendy \$US400 + iPad

[Structure Example](#)



# 3D SCANNING

## 123d Catch

- Free!
- Unavailable now (merged with autodesk remake)
- Processing takes a long time
- Results look good, but sometimes have problems

[123d Catch Example](#)

