

#ENGLISH

LUDENSO EXPLORE AR APP

FAQs FOR TEACHERS

1. WHAT IS THE LUDENSO EXPLORE AR APP, AND HOW CAN IT BENEFIT MY STUDENTS?

The Ludenso Explore AR app is an educational app that leverages Augmented Reality (AR) technology to create immersive learning experiences. It engages students by bringing subjects to life and making learning more interactive and engaging. Ludenso Explore allows students to scan their book pages and seamlessly access our audio files, watch engaging videos and interact with immersive 3D models.

2. WHAT DEVICES AND OPERATING SYSTEMS ARE COMPATIBLE WITH LUDENSO EXPLORE AR?

The Ludenso Explore AR app is available for iOS and Android devices, both tablets and mobiles. It requires devices with ARKit (for iOS) or ARCore (for Android) compatibility.

- **iOS Compatibility:** Full Support: iPhone 6s onwards.
Limited Support (No AR): iPhone 6 and earlier.
- **Android Compatibility:** [Full Support: Devices on this list.](#)
[Must-have App: Google Play Services for AR](#)

3. HOW CAN I DOWNLOAD AND INSTALL LUDENSO EXPLORE AR?

Simply scan the QR code, or visit the App Store (iOS) or Google Play Store (Android). Search for “Ludenso Explore,” then click “Install.”

Follow the on-screen instructions to complete the installation. This includes giving access to the camera.

Last but not least, remember to update the app regularly to benefit from the latest features!

4. THE AR SCANNER DOESN'T APPEAR ON MY DEVICE, WHY?

If you have an Android device that's AR compatible, but the scanning in the Ludenso Explore app doesn't appear, then you need to download [Google Play Services](#) for AR from Google Play before you can start using the complete functionalities of the app.

Not all phones are AR-compatible. If your phone is not, you can still access all the resources (audio, video and 3D). The only difference is that you need to use the "content menu" in the bottom right of your mobile screen to find the relevant media types, instead of scanning the pages.

5. HOW DO I MAKE THE AUDIO PLAY ON VIDEOS?

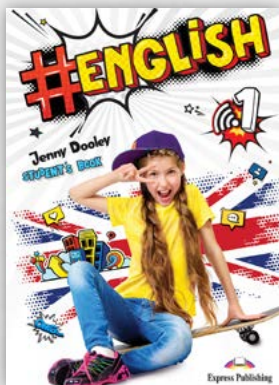
As the Ludenso Explore app is often used in a classroom setting, the videos automatically start in silent mode. To hear the audio of the video, simply click the unmute button next to the play button.

6. HOW CAN I INTEGRATE LUDENSO EXPLORE AR INTO MY LESSONS?

There are various pre-designed resources coupled with the pages of the #English books.

By looking in the "content menu" in the bottom right of the mobile app, you can get a quick overview of all the resources that can support your students' reading experiences, sorted by page number.

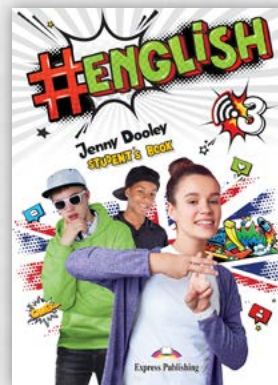
Should you want to use any of the 3D models in a lesson, you can also bring the models up on the big screen by using the web viewer. Simply click on the level you are interested in and you will be directed to the relevant resources.



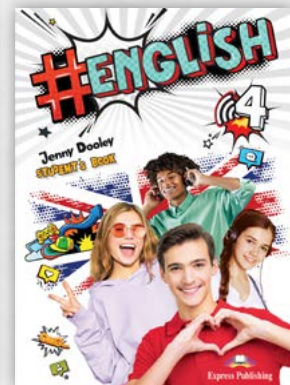
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7. HOW DO I TAKE A 3D MODEL FROM THE PAGE AND INTO THE ROOM?

There are two ways of doing this. You can either go to the content menu and click on “AR” next to the name of a 3D model or scan a book page and, when you see a 3D model, simply click on the icon on the right side of your screen with a picture of a cube on a plane. Then a white circle appears in the middle of your screen that you can point at the floor or on your desk, before clicking on the button. And there you go, the 3D model is now placed in the room right in front of you!

8. WHAT ABOUT STUDENT DATA PRIVACY AND SECURITY?

We take student data privacy seriously. Neither Express Publishing, nor Ludenso require students to login to the app, meaning that we do not collect student data, names, or emails. All analytics are aggregated and anonymized. The Ludenso app complies with European data protection regulations.

9. HOW CAN I RECEIVE TECHNICAL SUPPORT IF I ENCOUNTER ISSUES?

If you encounter technical issues, email us at inquiries@expresspublishing.co.uk, and we’d be happy to help.

10. IS THERE A COST ASSOCIATED WITH USING LUDENSO EXPLORE AR?

No, the app is free to use for students and teachers. You only need to buy the books you’d like to use as a companion with the app.

11. ARE THERE ADDITIONAL RESOURCES FOR EDUCATORS INTERESTED IN AR TECHNOLOGY IN EDUCATION?

Yes, www.ludenso.com offers articles and webinars related to using AR in education. Explore these resources to enhance your teaching practices. Additionally, you can find articles and browse podcasts at expresspublishing.co.uk, at the section [Blog & Resources!](#)



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