

## EXPLANATORY SHEETS: QUIVERVISION

**Reminder:** These roadmaps will allow a better understanding of the workflow of digital interactive contents production through practical recommendations and testimonies of professionals.

In that way, we intend to support learners and teachers in their learnings but also after the training, in their practical working life.

### 1. About the technology

The technology used	Augmented Reality for printed material
Final objective and result	Creating an augmented reality experience where the user scans a trigger with his/her smartphone and the image comes to life (along with some extra functions).
Description of the tool	Quiver Vision uses Augmented Reality to bring your coloring creations to life digitally, in ways that captivate, educate and inspire. Quivervision works with brands and educators to craft creative and transformative experiences for their users.
Medium used (computer, tablet, phone)	Computer/smartphone/tablet
Where will it be accessible (app, platform, website...)	It will be accessible via the application QuiverVision and the official website <a href="https://quivervision.com/">https://quivervision.com/</a> .  <a href="#">Quivervision for iOS</a> <a href="#">Quivervision for Android</a>
How long did it take to develop this tool?	About 20 minutes. You just need to download the app on your smartphone or tablet, visit quivervision website and download a coloring pack, open the app and follow the instructions.  So 20 minutes is more than enough.



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## 2. Used software

Name of the software	Quiver App
Name of the company	QuiverVision
Copyright status (cc, proprietary system, etc)	Quivervision is a proprietary system

In case you have used additional resources for the content of your tool, please describe them below:

None

## 3. Cost

Cost of the creation of this tool	0€ Using the free templates.
General pricing plan	<p>Else there are quite a few pricing options:</p> <ul style="list-style-type: none"> <li>• Quiver Vol. 1 \$2.99</li> <li>• Dover Vol 1 \$2.99</li> <li>• Amazing Animals of New Zealand \$2.99</li> <li>• Summer &amp; Sea Pack \$0.99</li> <li>• Quiver Monthly Subscription \$0.99</li> <li>• Quiver Vol. 2 \$2.99</li> <li>• Quiver Education Vol. 2 \$0.99</li> <li>• Quiver Platonic Solids \$2.99</li> <li>• BBC Children in Need \$4.99</li> <li>• B-Daman Fireblast \$2.99</li> </ul>

In case you have used additional resources for the content of your tool, please detail their cost below:

No additional cost for resources



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#### 4. Steps of production

Please describe each step of the production of the tool

##### Design phase

Why did you create this tool?	<p>The objective of this model is to showcase an augmented reality experience using printed material. It is mainly aimed for educational purposes.</p> <p>Embedding AR content on our training material, maintains learner's interest high and allows us to embed further reading material in a clever, interactive and interesting way.</p>
What functionalities does it have?	<p>The Quiver App combines physical coloring from "back in the day" with state of the art augmented reality technology to bring you and your children an extraordinarily magical experience.</p> <p>You can find free pages by downloading the app and on the official website (<a href="http://www.QuiverVision.com">http://www.QuiverVision.com</a>). You can save and print the pages directly from the Quiver App or from a computer to start experiencing Augmented Reality. Quivervision enables you to interact with your personally customised creations. Every colored page comes to life in its uniquely colored way, giving you an immediate and special sense of ownership and pride!</p> <p>Quivervision is also a great tool for developing skills and knowledge on various topics (many coloring packs have an educational purpose)</p>
What will be its purpose? (pedagogical, communication, games, etc.)	Pedagogical.



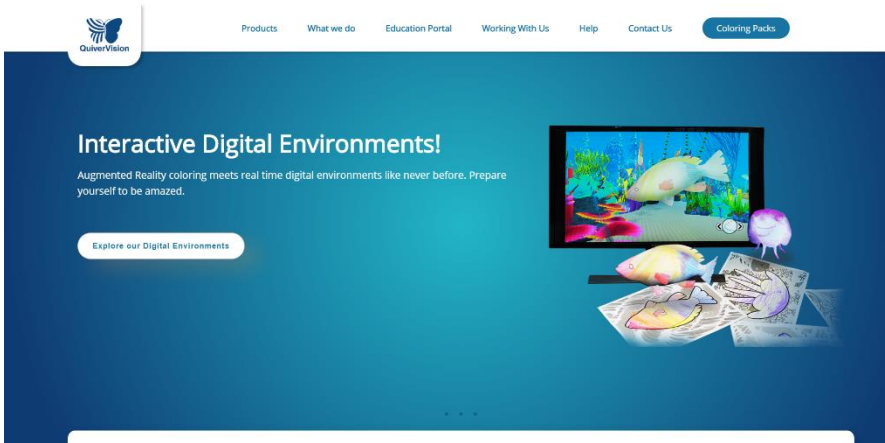
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## 5. Creation phase

Please name and describe below the different steps of the creation of the tool (min 5)

<p><b>Preparation</b></p>	<p>Visit QuiverVision website here: <a href="https://quivervision.com/">https://quivervision.com/</a> And download the Quiver App on your smartphone or tablet</p> <p>iOS Version: <a href="https://apps.apple.com/us/app/quiver-3d-coloring-app/id650645305">https://apps.apple.com/us/app/quiver-3d-coloring-app/id650645305</a> Android Version: <a href="https://play.google.com/store/apps/details?id=com.puteko.colarmix&amp;hl=en_US&amp;gl=US">https://play.google.com/store/apps/details?id=com.puteko.colarmix&amp;hl=en_US&amp;gl=US</a></p>
<p><b>Get your coloring pack Create a project</b></p>	<p>Click on the upper right corner the icon <b>“Coloring Packs”</b></p>  <p>And then choose a coloring pack of your choice. Each coloring pack differs not only on its appearance, but on its functionality as well.</p>



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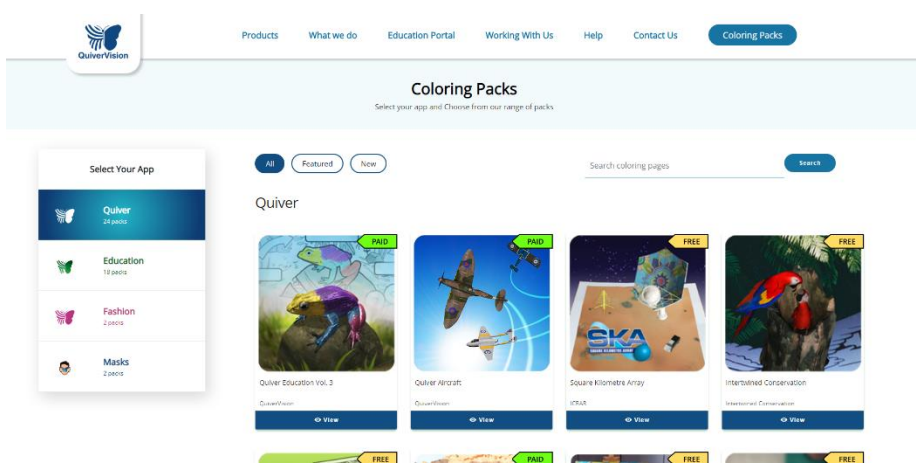



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LES APPRIMIEURS



	
<p><b>Open your coloring app and start the app on your smartphone or tablet</b></p>	<p>Open your coloring app and then start the Quiver app on your smartphone.</p> <p>Here is what you are going to see when you start the Quiver App.</p>  <p>Click on the bottom half of the screen on the butterfly icon and then point your smartphone/tablet camera on the Coloring pack you just downloaded from Quiver website.</p>



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<b>Optional: You may color your downloaded pack</b>	<p><b>This step is optional.</b></p> <p>Before pointing your smartphone/tablet camera on the Coloring Pack, you may color your pack using markers of your choice. This will just have an effect on what color you are going to see later on your augmented reality experience. It's pretty fun though!</p>
<b>Enjoy your augmented reality experience</b>	<p>Enjoy the augmented reality experience on your smartphone/tablet. You can move around your smartphone/tablet and click on the icons that will pop up on your screen (facts, colors etc).</p>
<b>The end!</b>	<p>Download more coloring packs and enjoy!</p>

## 6. Inclusive approach

What action did you implement to make this tool inclusive to as many users as possible?

This model can be done with different tools: computer, or tablets: apple or android, and is compatible between these platforms.

## 7. Good / bad practices

Would you recommend this software to the users?	Yes
Please explain	<p>It is really easy to use, as long as you have a smartphone/tablet and internet connection.</p> <p>Recommended for use by everyone as it requires <b>absolutely</b> no technical knowledge.</p>

What recommendation would you give to people creating such tool or creating content on this technology?

Choose the right coloring pack that suits your needs and do not overuse it. Remember, that its purpose is purely pedagogical, and the ultimate goal is learning!



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