

# How to use Augmented Reality

## Technical information

**WebAR experiences are optimised for device-native browsers (Safari on iPhone/iPads and Chrome on Android phones and tablets). Please ensure that you are running the latest version of these browsers.**

### Optimised devices



#### Apple

- Latest version of Safari
- iOS 14 or above
- iPhone 8 or above
- iPad and iPad mini 5th gen. and above
- iPad Air 3rd gen.
- iPad Pro (all series)



#### Android

- Latest version of Chrome
- Android 9 OS or above
- Released in the past three years (some devices up to five years-old may work, but performance can be hindered)

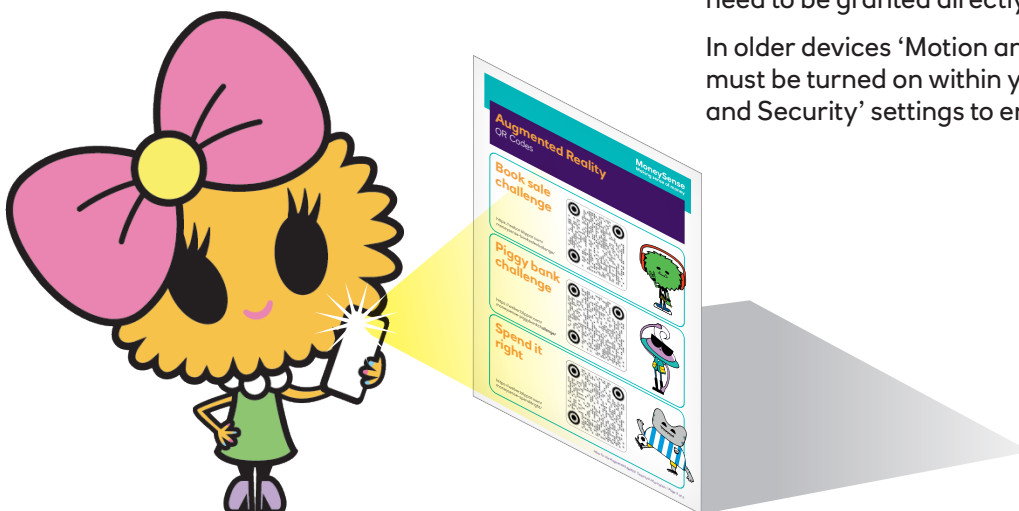
### QR codes

QR codes can be scanned using the native camera app on Apple and Android (some Android devices might require you to use Google Lens, which can be downloaded from the Play store). If you are having issues with the QR codes, you can type in the URL.

### Camera and Gyro permissions

You'll need to grant access to the device's camera and gyroscope in order for the AR experience to work properly. On iOS, these permissions will be requested every time the user opens the browser or reloads the page. On Android, the camera/gyro permissions are only requested once. If permission was previously denied by the user, permission will need to be granted directly in the browser settings.

In older devices 'Motion and Orientation Access' must be turned on within your browser's 'Privacy and Security' settings to enable AR functionality.

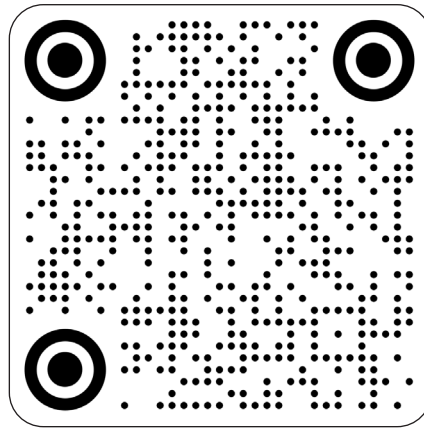


# Augmented Reality

## QR Codes

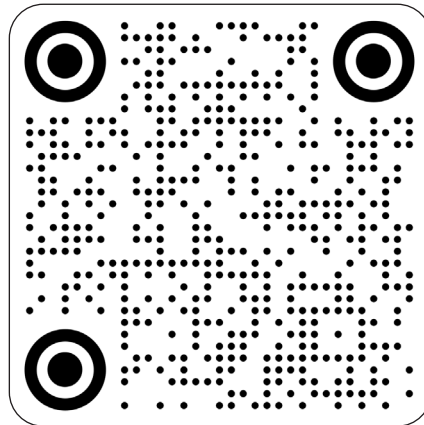
### Book sale challenge

<https://webar.blippar.com/moneysense-booksalechallenge/>



### Piggy bank challenge

<https://webar.blippar.com/moneysense-piggybankchallenge/>



### Spend it right

<https://webar.blippar.com/moneysense-spenditright/>

