Augmented Reality (AR) is the integration of physical objects with supplementary digital information. One well-known example would be the Google Glass, it enhances the user with information it gathers on the Internet based on the environment that the user is interacting with.

This idea, AR, opens up a whole new chapter for educators as the learners can interact with the learning environment which makes the learning experience more engaging and personal. In turn, learners can be more independent and self-regulated in their learning.

The Teaching and Learning Resource Centre has been developing pre-class materials onto the mobile platform. One App called Aurasma allow us to incorporate AR into the learning and help students be familiar with equipment and procedures easily.

Aurasma allows teachers to link instructional videos or images to a real-life object. For example, we can link a how-to video to an ECG machine; when students use the app to capture the machine, the image will be recognized and the video will be played on the handheld for students’ immediate educational needs.

These triggering images, called Aura, can be easily created by the teachers on any physical objects, on both the App or computers. Aura can be shared among users of the Aurasma to facilitate teaching all around the world. Check out www.Aurasma.com for more details.

**Take-home message:**
This new idea allows students to be self-taught on many topics within medical education. By creating such linkages between equipment and instructional materials that students can study on their own, the need for a teacher to teach routine how-to-use lectures on different equipment can be greatly reduced. Revisions on such topics can also be done without the need of any tutors.

With this new technology, a virtual teaching lab can be created for any topics and the contents can be shared among different institutes, thus encourage sharing and benefiting the whole community.