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## Libraries of life-connecting learners with bio-collections via augmented reality collection

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The National Science Foundation is investing millions of dollars in a massive digitization effort of some 1 billion natural history collections that exist in the U.S. with an estimated 3 billion globally (Kemp, 2015). As a result of this digitization effort massive amounts of digital data and assets are being generated which will further scientific and biodiversity research and collaboration. ARPEO (Augmented Reality for Public Education and Outreach) is a Working Group with the NSF funded organization iDigBio which leads a nationwide effort in the digitization of natural history collections. ARPEO aims to promote awareness on the potential benefit of specimen-based learning tools that connect collections and their data with marginalized audiences beyond the scientific community. Augmented reality specimen cards serve as an exciting, new education and outreach tool aimed to promote engagement and accessibility to biodiversity specimens which largely still remain hidden from public view in U.S. museums, universities, field stations, and other institutions. The Libraries of Life team is collaboration between the U.S. National Science Foundation's National Resource for Advancing Digitization of Biodiversity Collections (iDigBio) and a growing number of Thematic Collections Networks (TCNs). iDigBio is focused on creating digital, web-deployed information about the nation's biodiversity specimens to benefit science and society. Arizona State University's Anne Basham, founder of ExplorMor Labs and Nico Franz director of BioKIC (Biodiversity Knowledge Integration Center) with the ASU Natural History Collections, and Florida State University's Austin Mast (Department of Biological Science and iDigBio) lead development of the cards and app.

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## Web designing

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Today, websites are efficient tool of communication within society. For example, when people need information about a company or an organization, most of them will almost instantaneously think of its website. Virtually all businesses, corporations, and organizations today utilize the internet and websites as means to communicate, broadcast and interact with their broad spectrum of users. As computer and internet resources grow larger and larger, the opportunities and possibilities a website brings can prove invaluable. Producing and maintaining websites involve many skills and discipline. Web design is a broad discipline which encompasses graphic design, user experience design, search engine optimization, and interface design. Due to the broad nature of web design, it makes use of many tools for development. Out of the numerous tools that provide the environment for web design, my hands were specialized in using Corel draw, Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver and list of other designing tools for web designing. A good knowledge in Cascading Style Sheet (CSS) and JavaScript is also paramount to web design. A good and attractive website depends on it design, however, creativity is the core to designing any form of website. The design of ay website should conform to the purpose that the website will server to its people. Since the future is uncertain, advanced work is always done at the design phase of a website to help it keep up to date and proper maintenance.

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