# Ocul-AR user instructions

Welcome to use the Ocul-Ar app – we wish you a please experience and fun learning! Here we go quickly through some main functionalities of the app. Any comments or development ideas can be sent to image-data@bioimaging.fi.

## 1 Main menu

Ocul-AR's main menu page that grants you access to all the different branches of content.

"Teach Me Microscopy" will provide activities to test and develop your understanding of microscopy.

"Help Me at the Microscope" will let the user scan Ocul-AR specific image markers to learn more on the field.

"Help Me to Troubleshoot" section will provide helpful checklists to help users solve common issues related to microscopy.

The bottom bar can be found in all Ocul-AR views, and it hosts the menu- and return-buttons. The menu button will open the quick menu window that will let you perform useful commands, like returning to the main menu from anywhere!

The return button is context sensitive and will try to return you to the previous view.

## 2 Quizzes

Ocul-AR quizzes let you test your knowledge in different fields of microscopy by answering multiple choice or multiple answer questions.
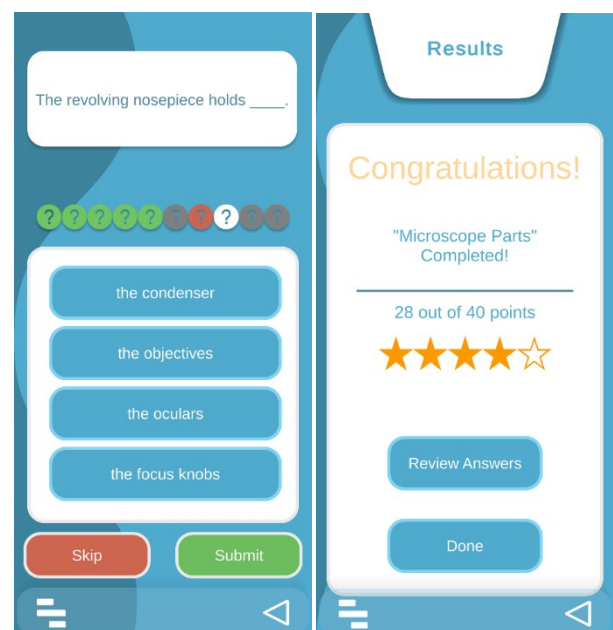
The individual questions are shown by the color-coded question mark icons.

Greens are correct answers, red's wrong answers and a white icon is your current question.

Make your selections by tapping the options you think are correct and press submit to continue.

The skip button will let you postpone the question and return to it later.

After answering all the questions, your performance will be evaluated with a grade.
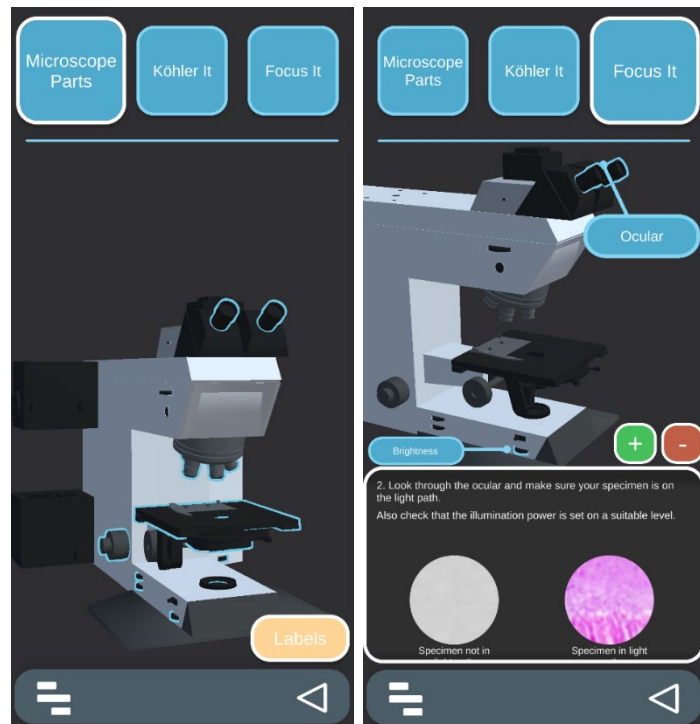
# 3 Virtual Microscope

Ocul-AR Virtual Microscope lets you refresh your knowledge of the different microscope components and common procedures with the help of a 3D-model.

Swipe left and right to rotate the microscope or pinch to zoom in and out.

Interacting with highlighted elements on the 3D-model will identify them for you.

You can turn on labels to quickly see all components or to make interactions easier.

In step-by-step guides, scrolling the text window will automatically show the related parts of the microscope on the 3D-model.



# 4 Help Me at the Microscope / AR

To scan Ocul-AR markers, open the "Help Me at the Microscope" feature from the main menu and start to aim your camera towards what you want to scan.

When a suitable marker is found, it is indicated with a green outline around it, and the marker's name is shown on the top left.

Press the scan button to learn more about an outlined marker.