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Thanks to a generous grant from ArbNet, the Southern New Hampshire University Arboretum has a brand new, future-focused tree label system. With tree-specific information and the ability to display augmented reality [AR] content in the near future, the new label system allows visitors to benefit from *in situ* education, while providing a high-end visual boost to the space.

The labels were created through an interdisciplinary collaboration between SNHU students. To begin, students in Environmental Issues researched and wrote educational language about some unique environmental, social, or cultural aspect of the trees. Next, a student in SNHU's Graphic Design program compiled the information and created a print layout for the labels. The labels were then laser-engraved by students in-house at the school's Innovation Lab and Makerspace.

Meanwhile, students in an Intro to Media course created short videos on exploration of the Arboretum space. Now, students in SNHU's Game Programming major are currently designing an augmented reality [AR] application to interface with the labels. Visitors will be able to use the app to scan the labels, and view the videos while experiencing the space firsthand. Further work will focus on creating additional AR content, as well as expanding the concept to additional interpretive signage throughout the space.

-Mike Weinstein
STEM and Arboretum Administrator