

Augmented reality

Adrie van der Padt
Computer Science

Glenn Mosdall
IDT/Java

Glenn Mosdall

- **Rotterdam University**

- **Education:** Computer Science
- **Minor :** Embedded Systems

- **Logica**

- **Program:** Working Tomorrow
- **Division:** Industry, Distribution and Transport
- **Competence:** Java



Inhoud

1 Introduction

2 Reasoning

3 Assignment

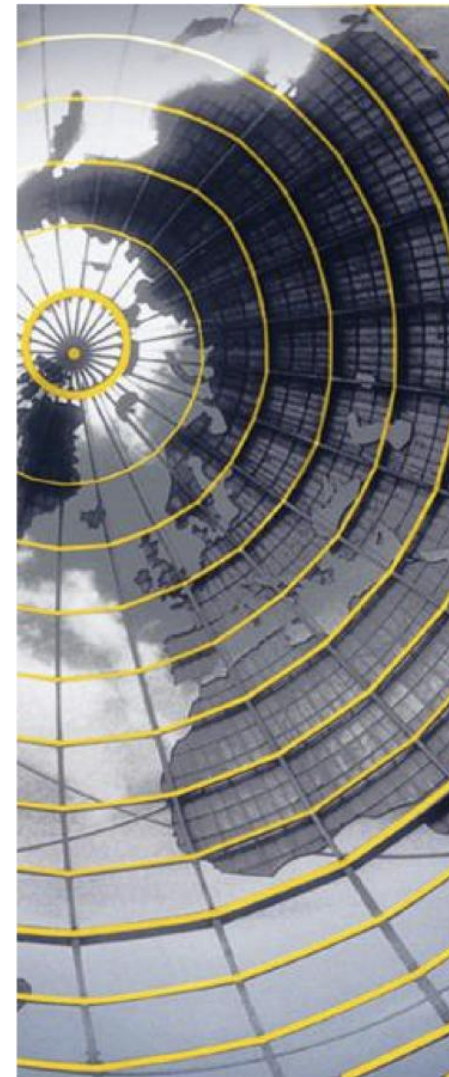
4 Research

5 Prototype

6 Usability test

7 Conclusion

? Demo & Questions



Introduction



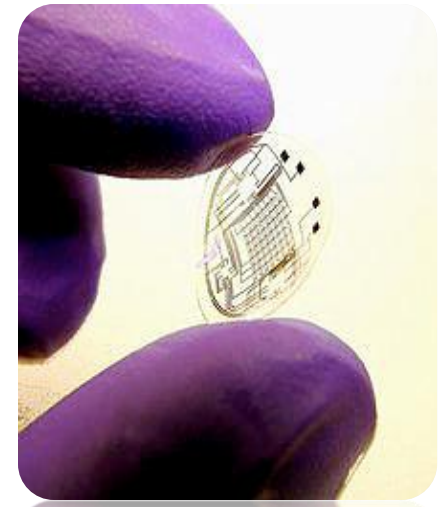
15.000 v.Chr.



1962



1966



Toekomst

Reasoning

MultimediaN

Walking assistant
for elderly



Intelligent table



Assisting people
with emotions



Assisting the
traveller



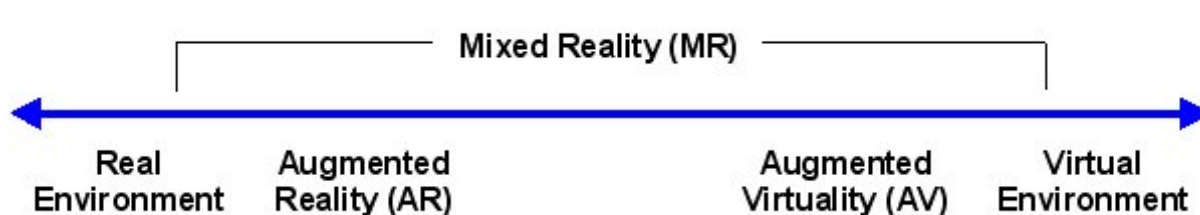
Assignment

“What information can be provided for interesting objects by augmented reality to enrich the experience of tourists?”



Research: what is augmented reality?

“An augmented reality system generates a composite view for the user. It is a combination of the real scene viewed by the user and a virtual scene generated by the computer that augments the scene with additional information.”



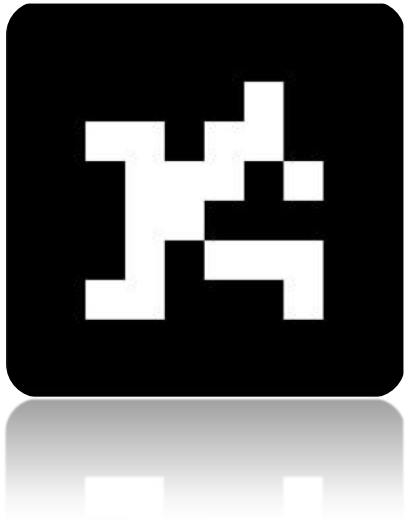
Research: what is augmented reality?



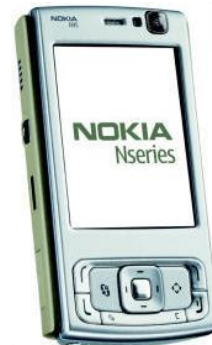
Research: visualisation



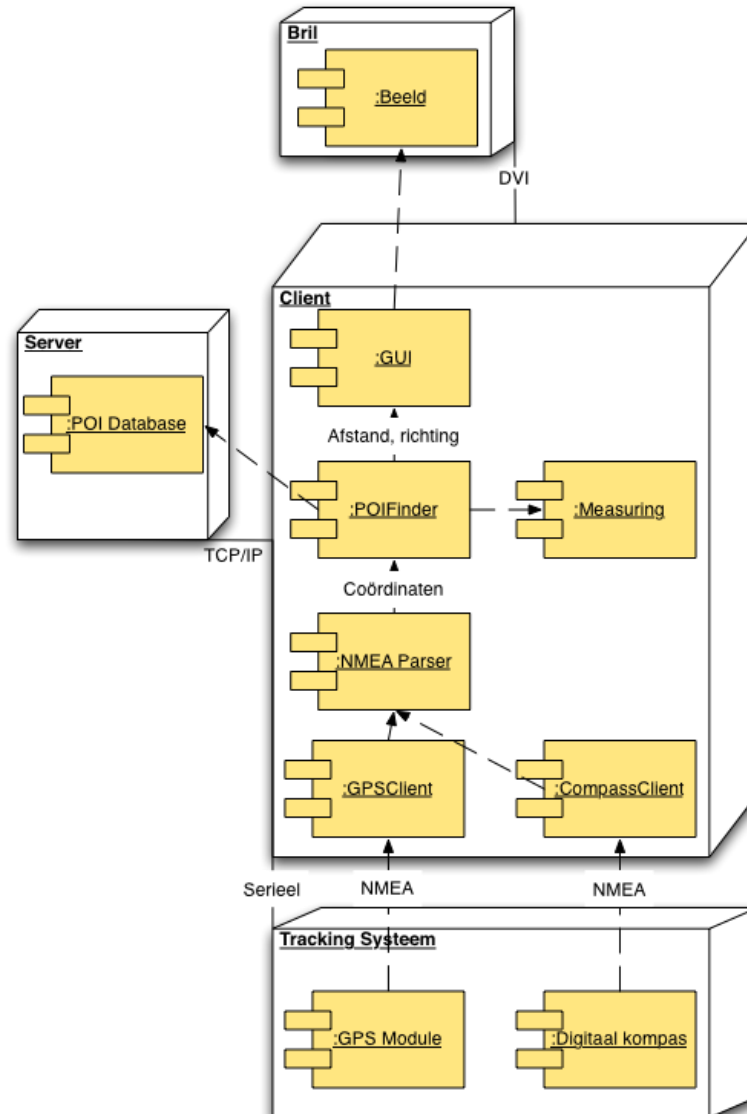
Research: tracking system



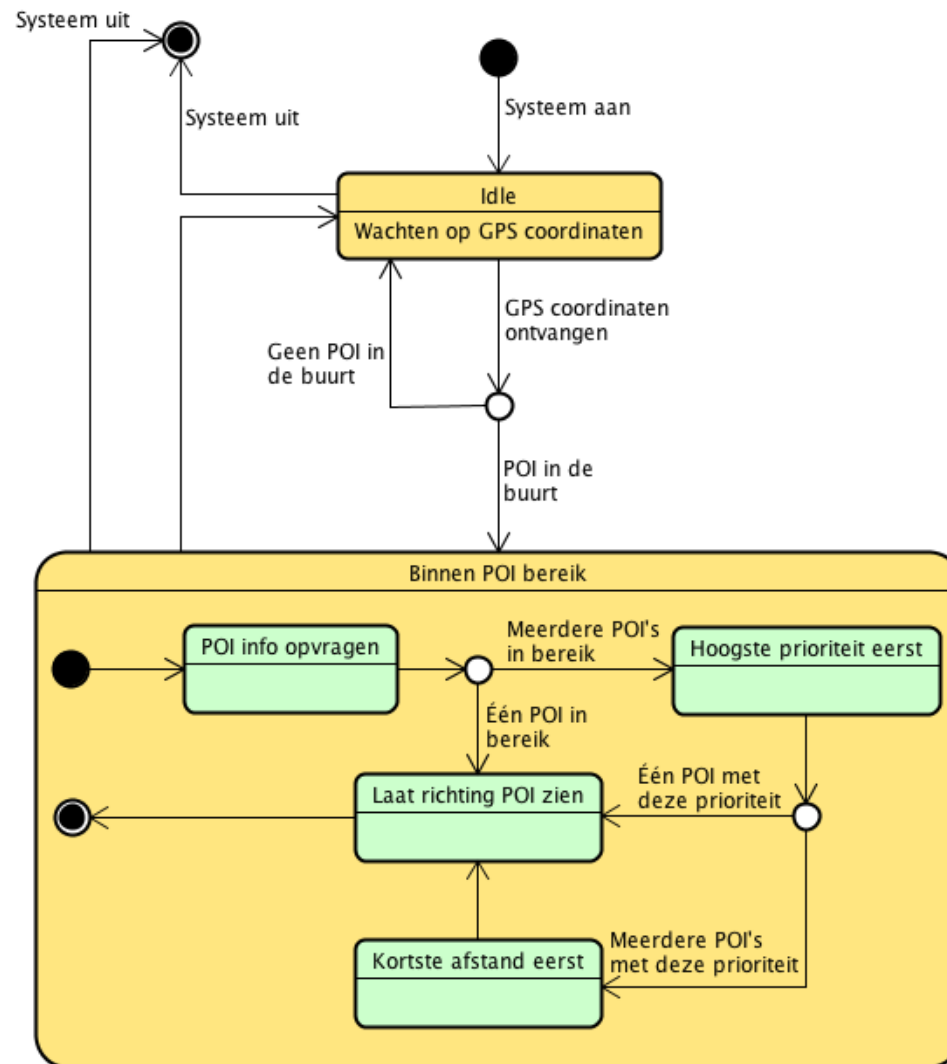
Research: programmable computer



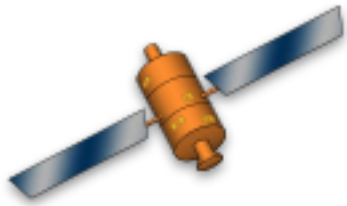
Prototype: Component diagram



Prototype: State-chart diagram



Prototype: Summary



Bluetooth



DVI



Prototype: in use



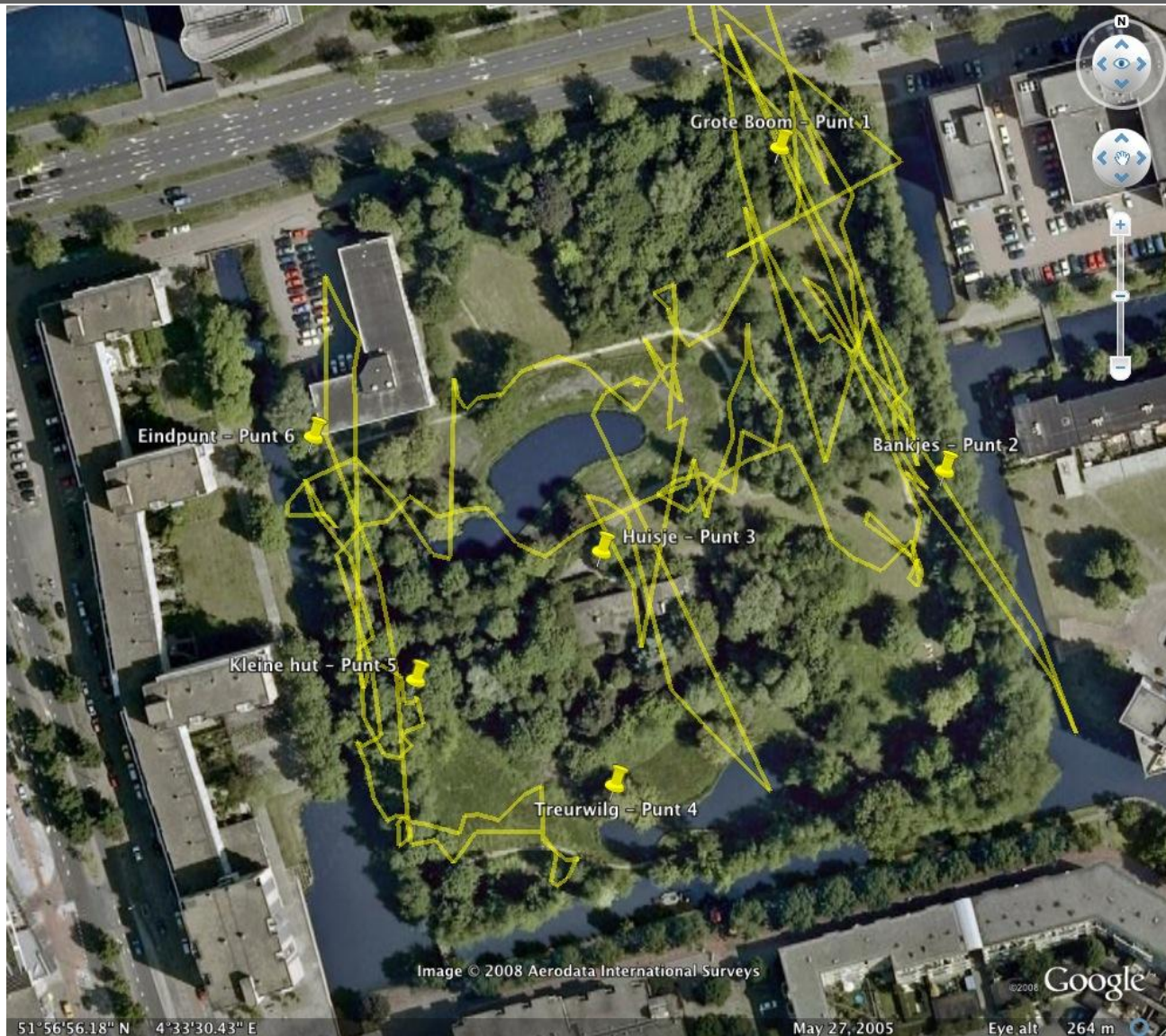
Prototype: operation



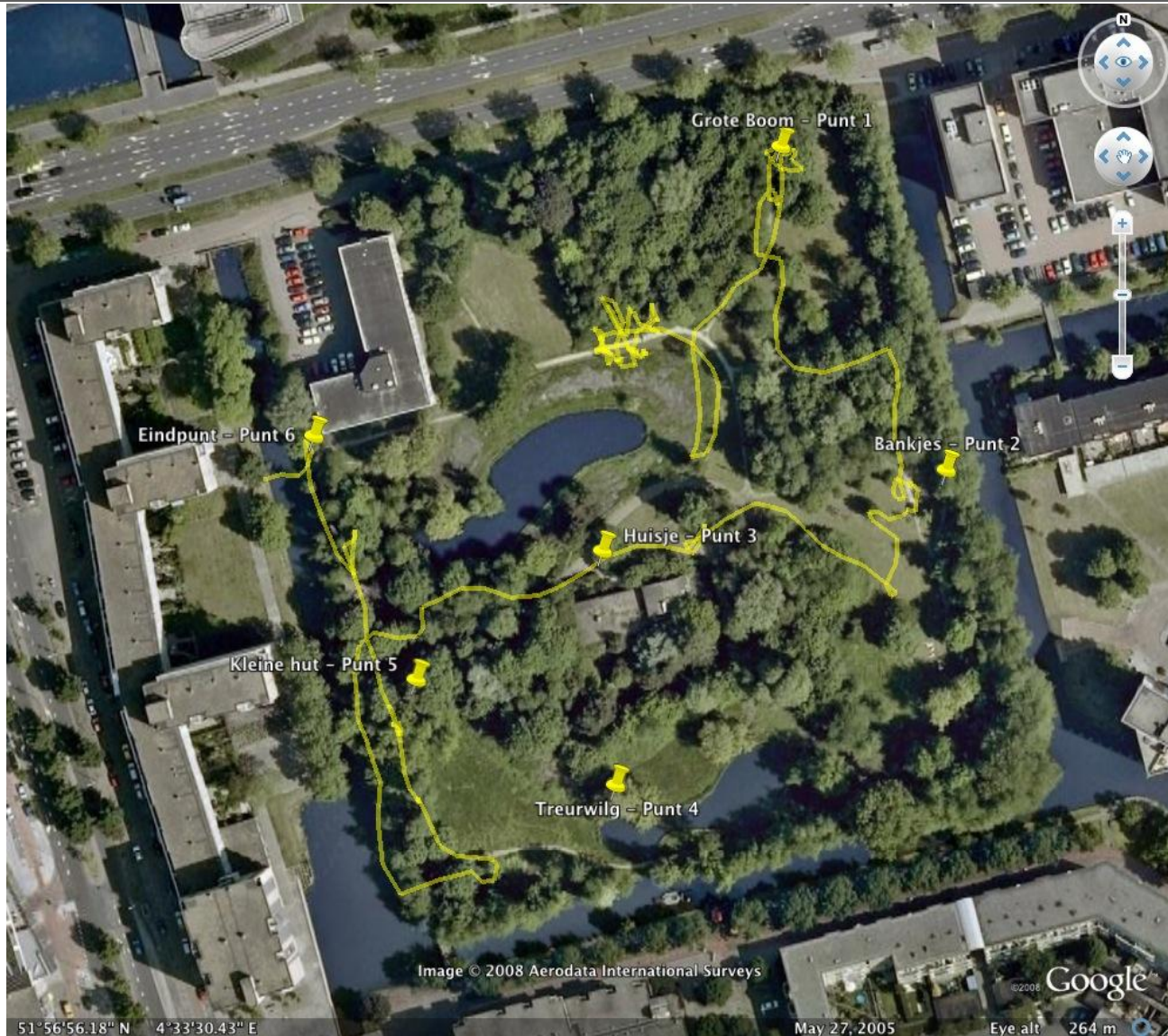
Usability test: planning



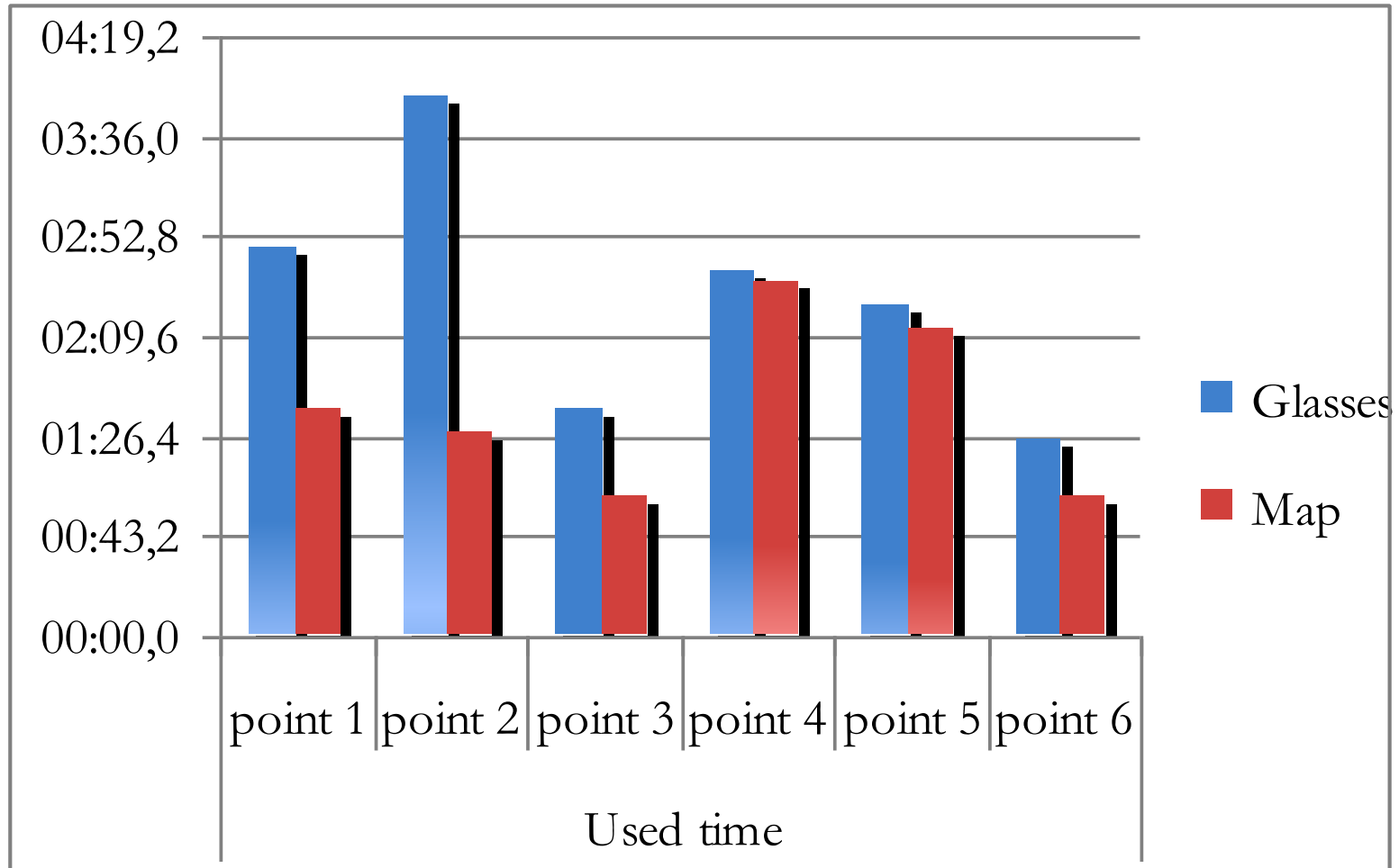
Usability test: walking routes



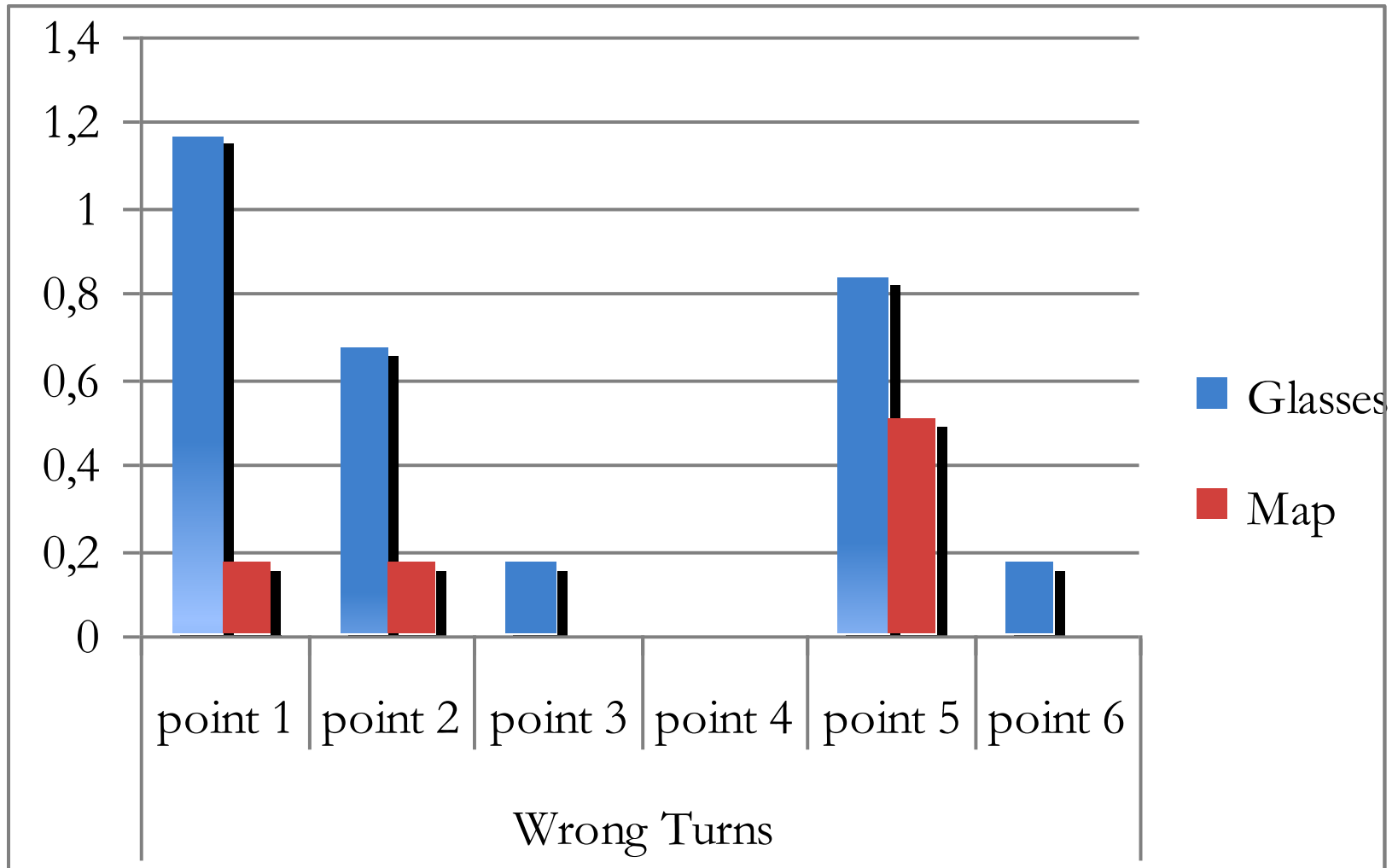
Usability test: walking routes



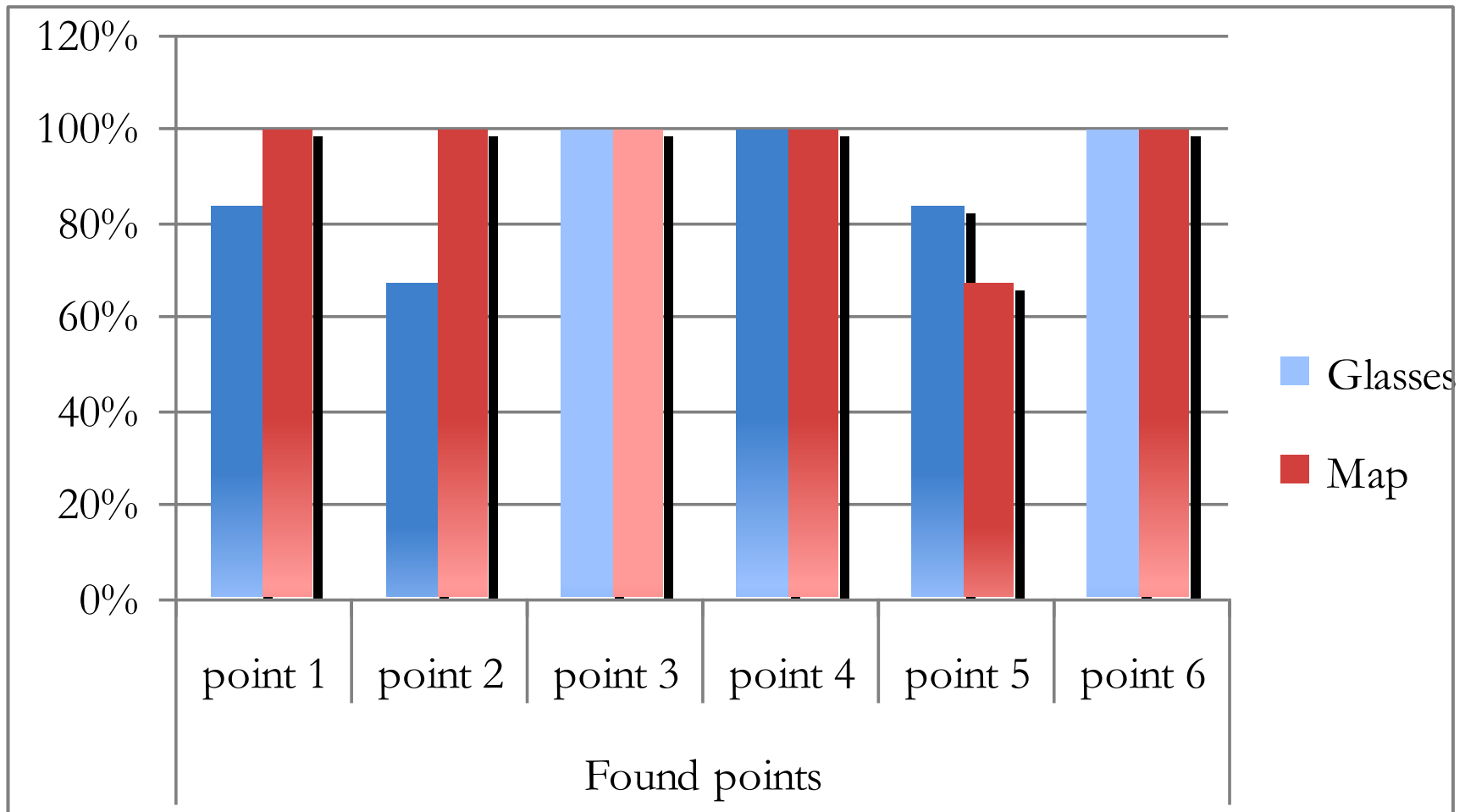
Usability test: observations



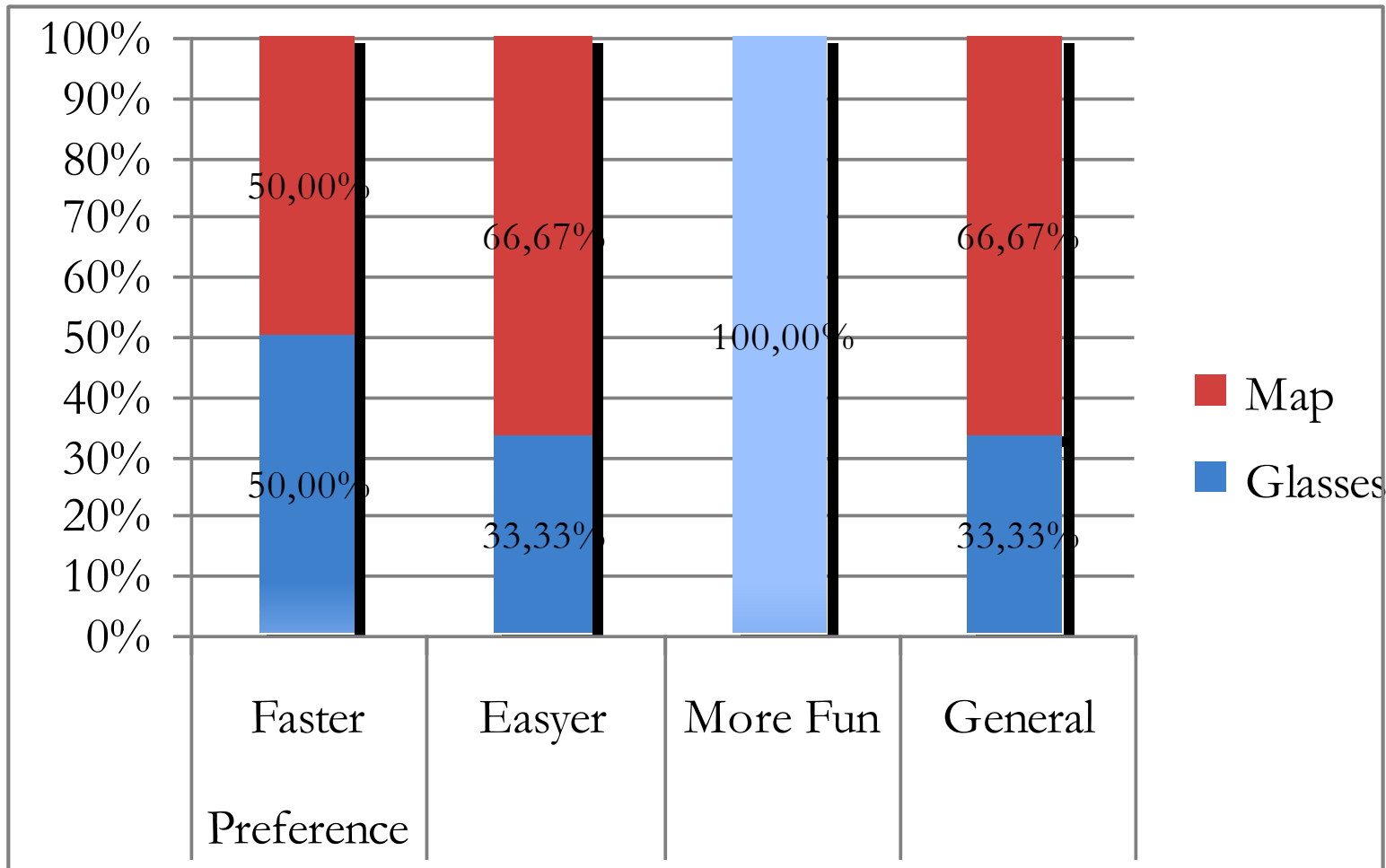
Usability test: observations



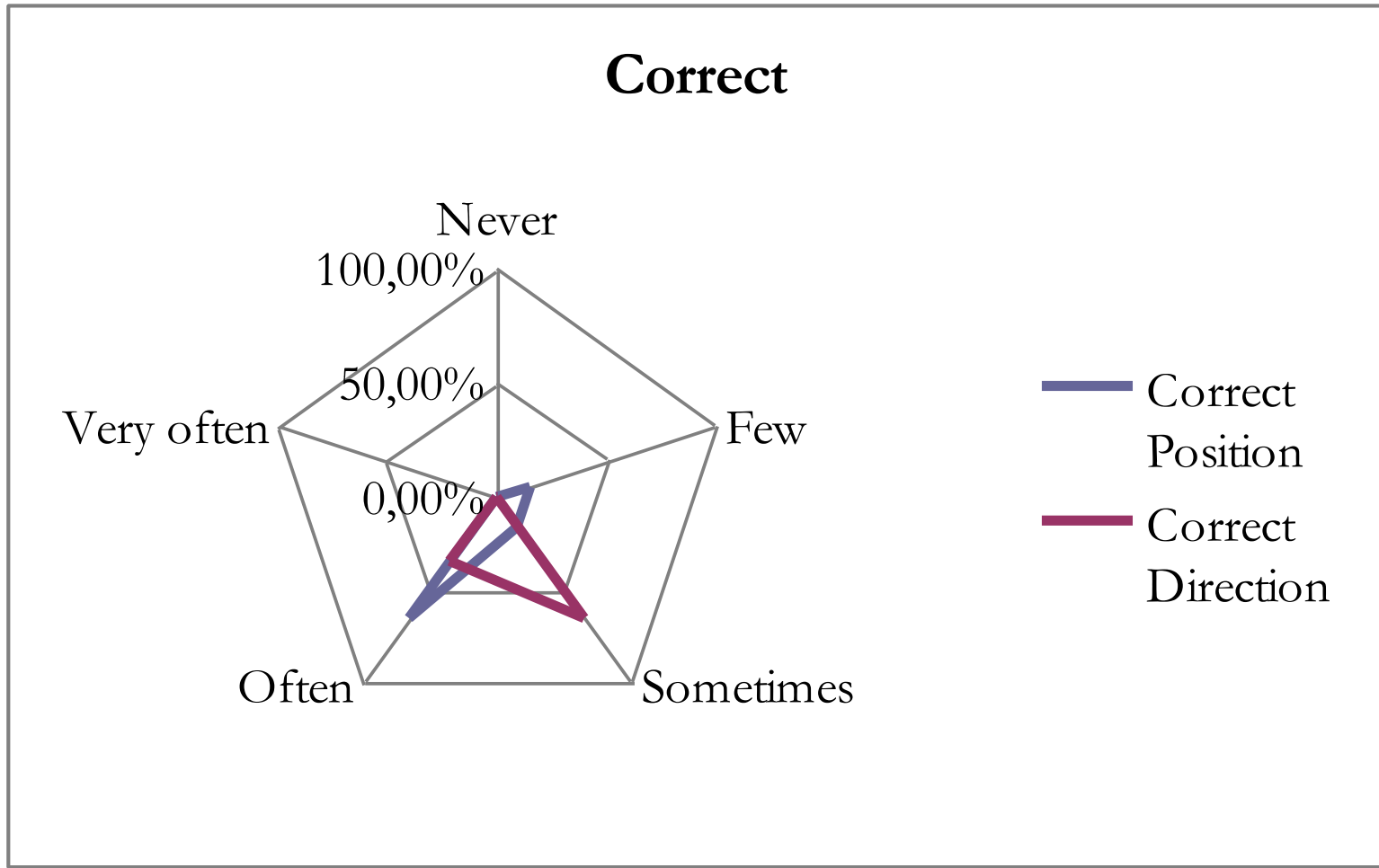
Usability test: observations



Usability test: evaluation

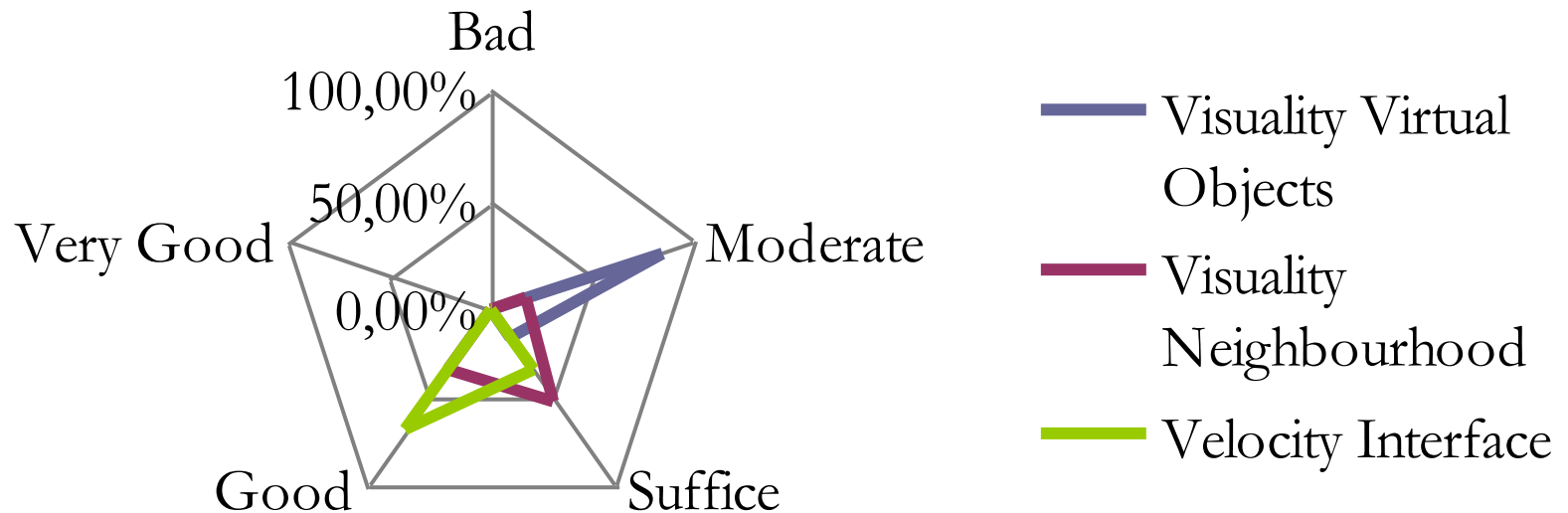


Usability test: evaluation

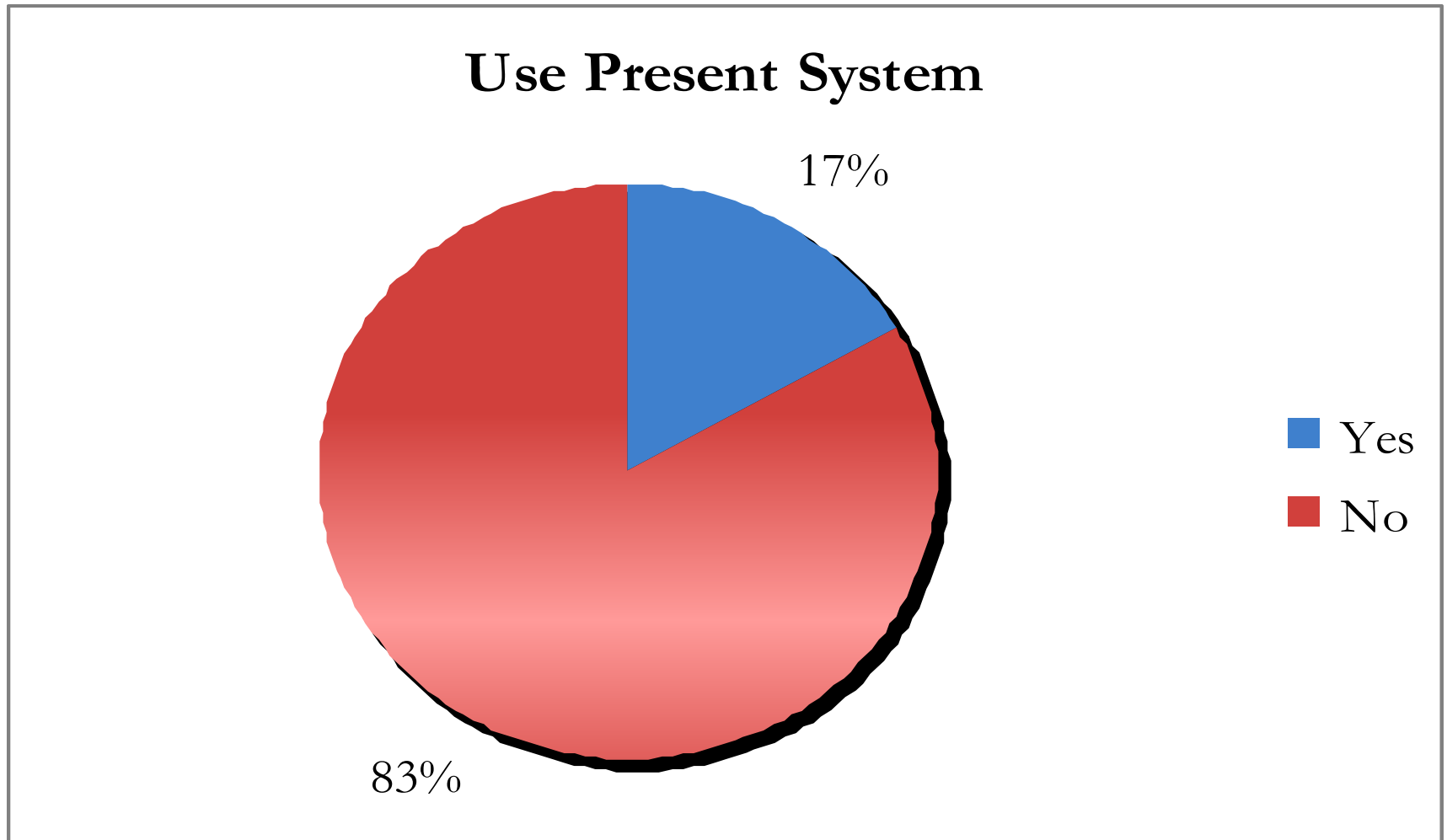


Usability test: evaluation

Performance

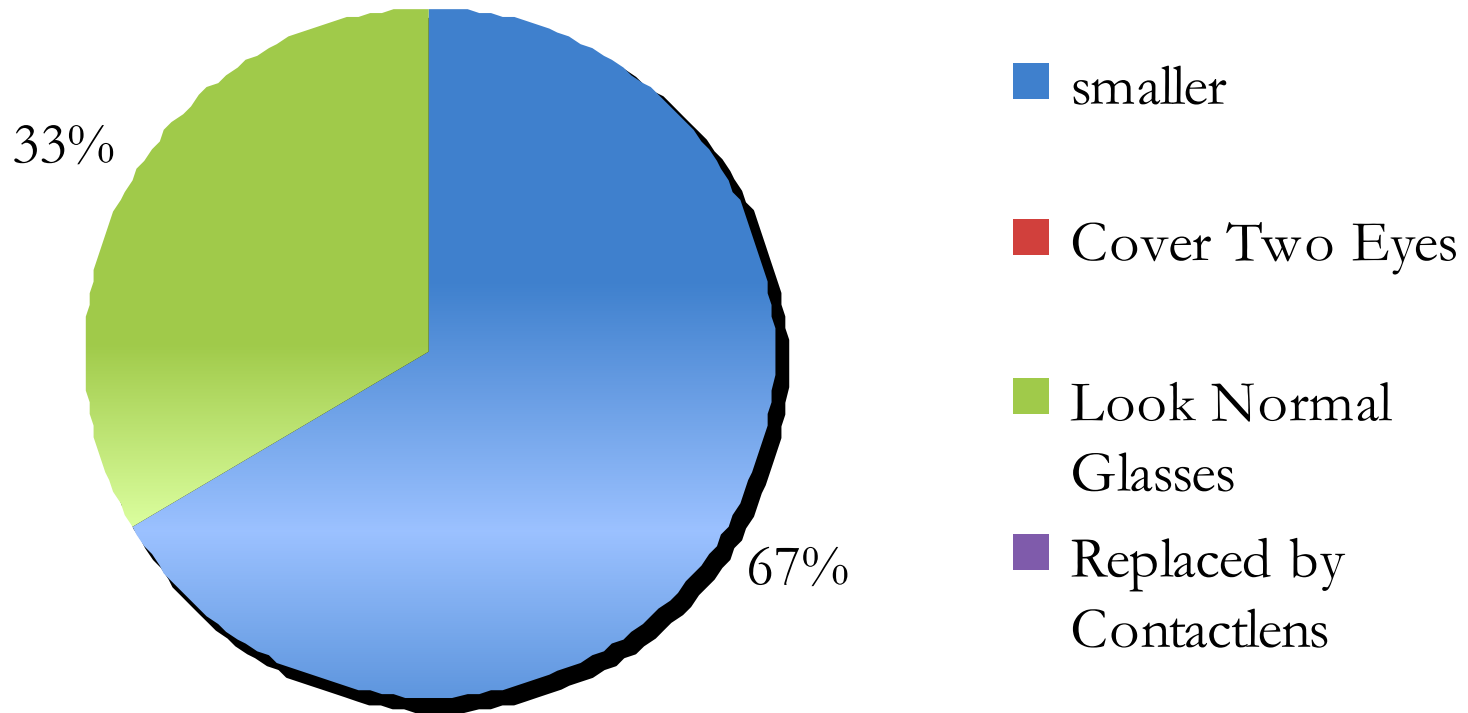


Usability test: evaluation



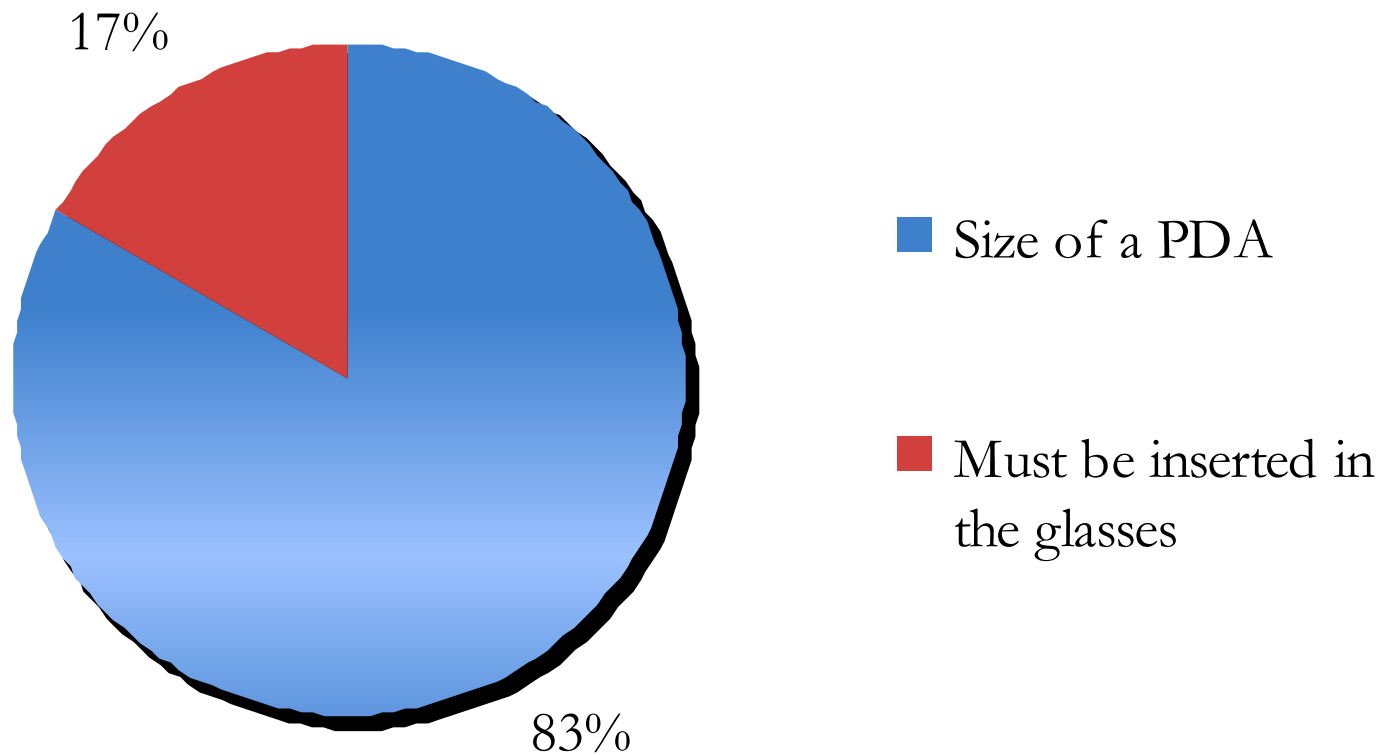
Usability test: evaluation

The Glasses Must ...



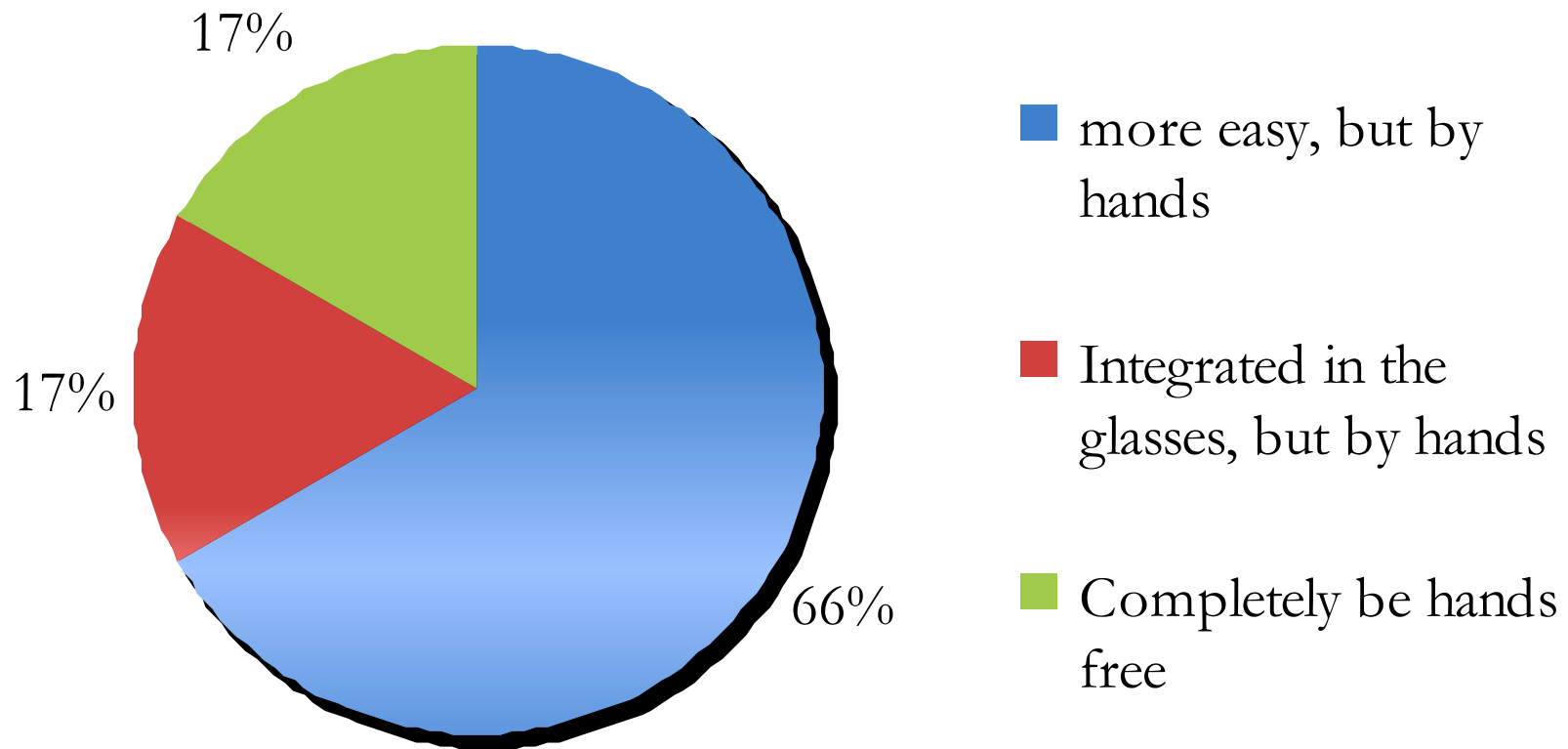
Usability test: evaluation

The laptop in the bag must...

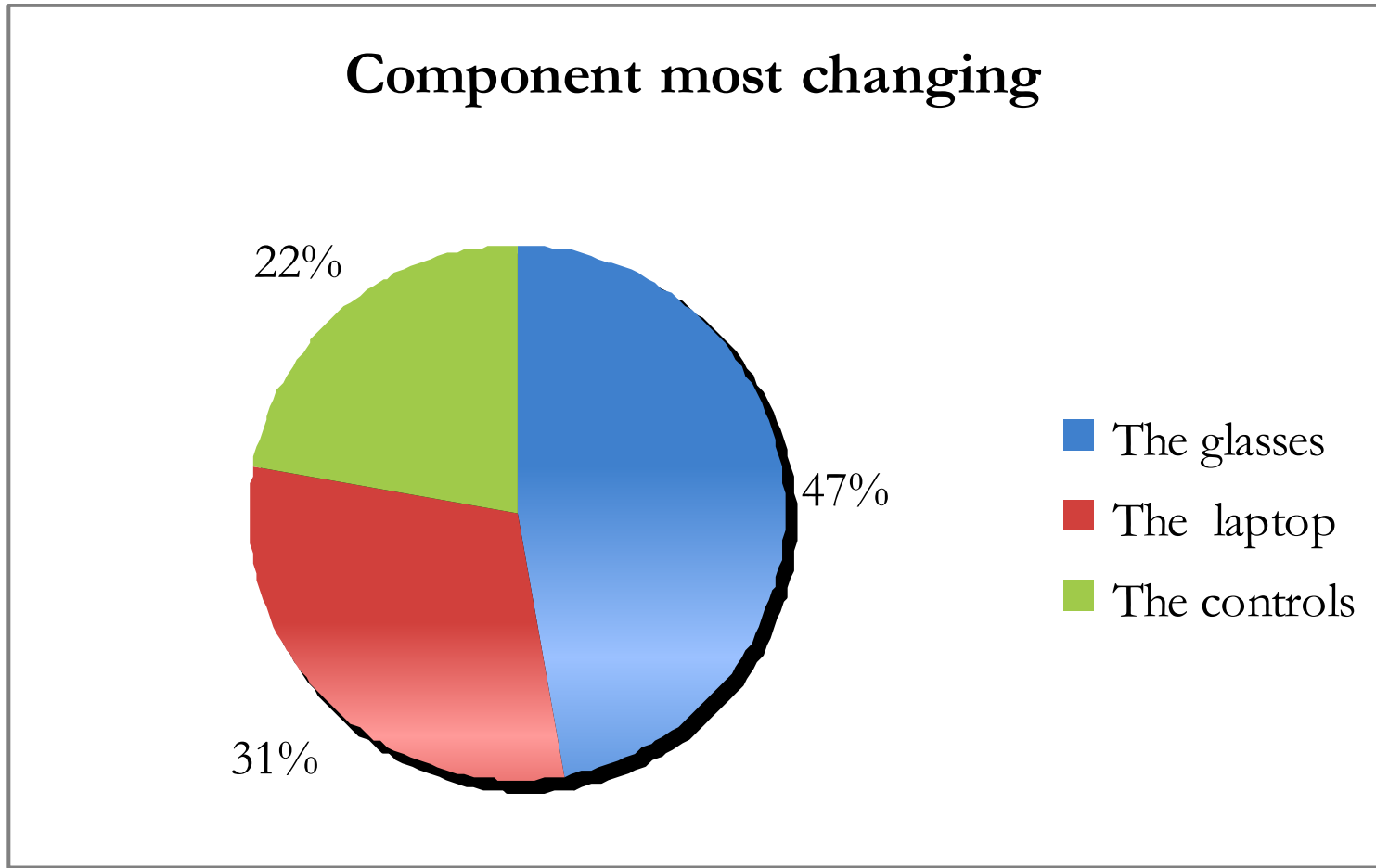


Usability test: evaluation

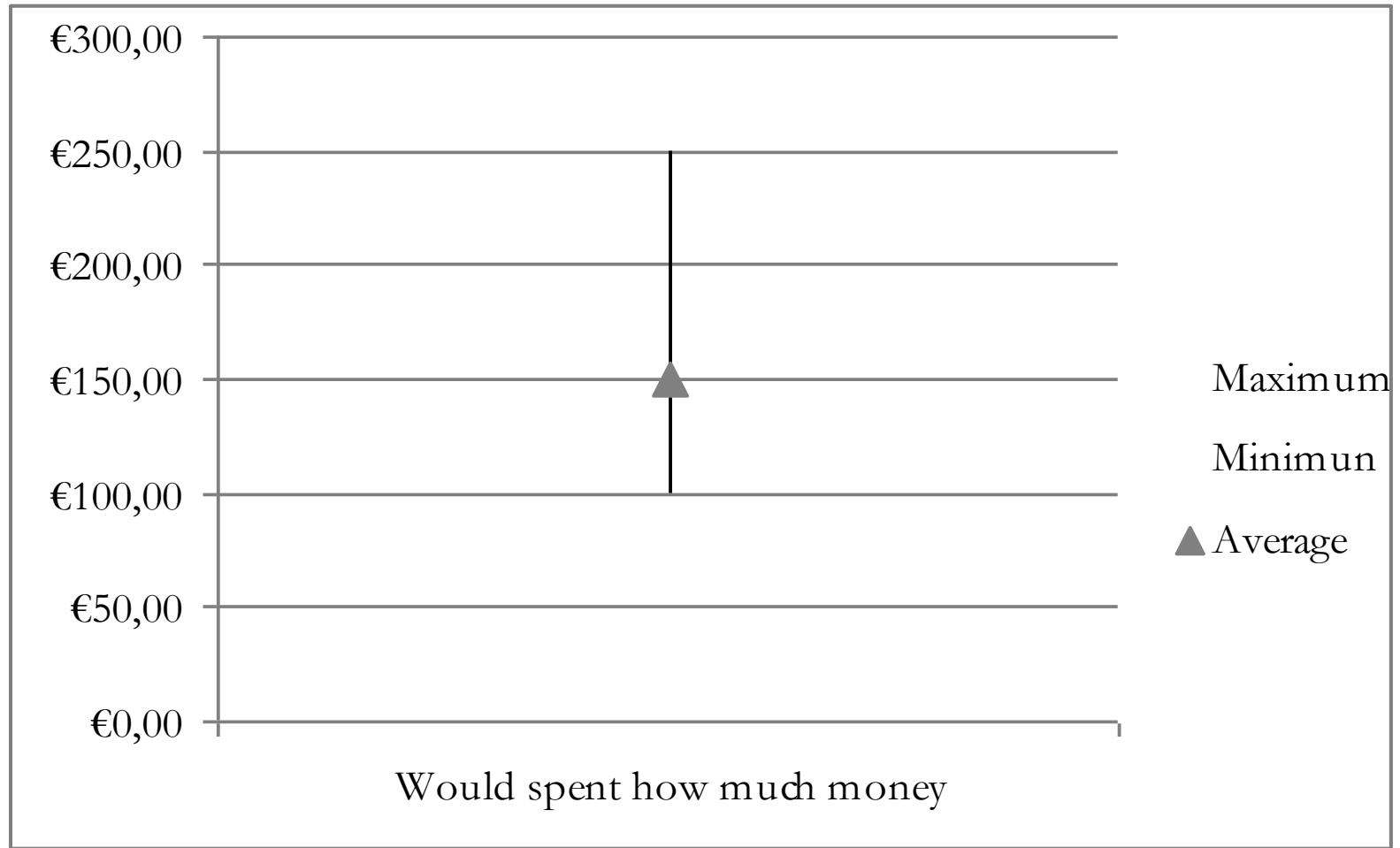
The controls must ...



Usability test: evaluation



Usability test: evaluation



Conclusion

- Project is succesful!
 - Business innovation is satisfied about the product.
- Navigation with augmented reality has the future
 - Target group is interested
 - Some adaptation is necessary
- Applications
 - Improvement used technology is necessary
 - There is a lot of possible applications

Demo & Questions

