Seeing the Library through the Terminator's Eyes: Augmented Reality



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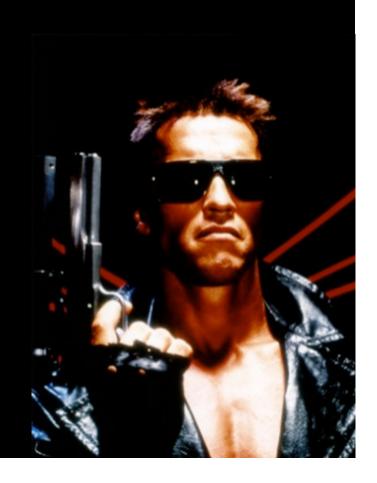
Amigos Member Conference May 18-19, 2011

What is Augmented Reality?

It's a technology that enhances your current perception of reality.

Augmented Reality:

- combines real and virtual
- is interactive in real time
- is often registered in 3D

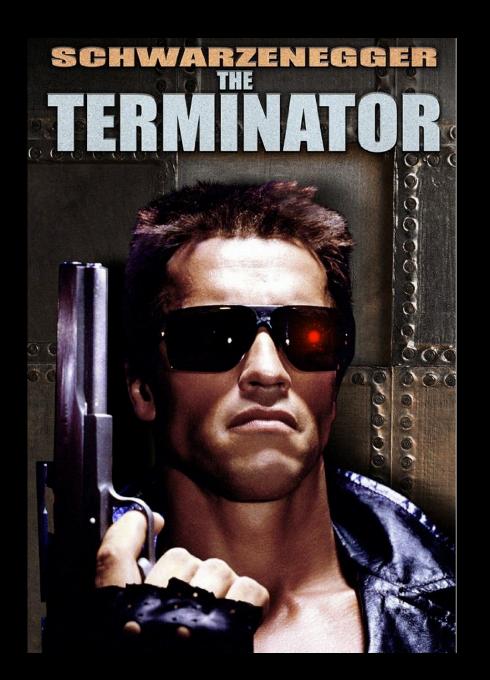


Not Virtual Reality



Terminator Vision!





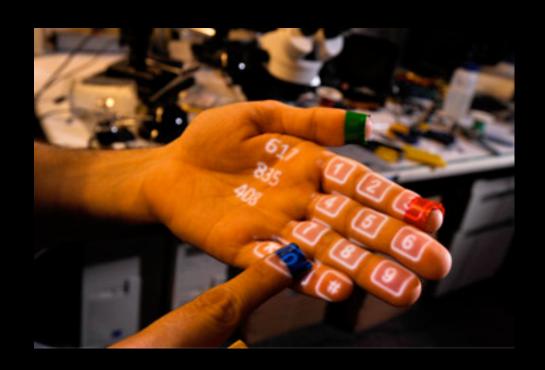




How does AR work?

Common Components

- A smartphone
- A video camera
- Audio
- A projector
- Headgear
- Mirrors
- People!



AR Displays

- Head-attached displays
 - Optical/Video HDM, Retinal, Lenses, Projector
- Handheld displays
 - Glass trough, Tablet, Smartphone
- Spatial displays
 - Desktop PC, Notebook,
 Holographic Projection



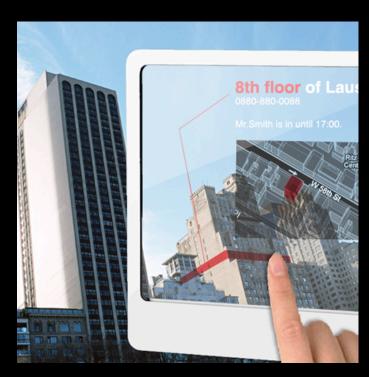
Smartphone Requirements



- GPS: Where am I?
- Compass: What direction am I facing?
- Camera: What do I see in the real world?
- Accelerometer: How is my phone oriented?
- Internet Connection:
 Connect to the digital world
- Optional: Gyroscope: For a smoother experience

Why is AR important?

- Encourages interaction
- Creates a richer experience
- Extends the context for understanding the real world
- Improve training materials
- Makes specialized content more accessible



In the classroom...

- Brings experiential and location-based learning to people by supplementing existing worlds rather than creating new ones
- Students take an active role in their own learning
- Extends learning beyond libraries and classrooms to the places where people live



Challenges of AR

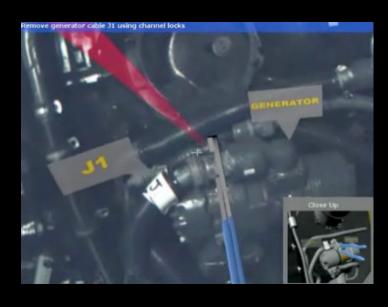
Challenges

- Privacy
- Slow to take off many people don't know what it is yet
- Have to create content or layer of info for each application
- Needs interoperability
- Requires built-in compass or GPS tools
- Ergonomics
- Displays needing appropriate lighting
- Technology can be complicated

Who is using AR?

Everyone!

- Sporting events
- Games
- Military
- And even libraries!







Potential AR applications

Enhanced Maps	To help people find their way around campus, see building hours, etc.	
Historical / Cultural Tours	To provide context for historically / culturally significant locations, etc.	
Training	To provide relevant information at point of need; as a simulator to reduce consequences of training mistakes.	
Learning Games	Rich, realistic games to support experiential learning.	
Encouraging Conversation	To see what people are tweeting about, reviewing, etc.; annotating the physical environment.	
"X-Ray Vision"	To expose the inner workings of complex systems such as mechanical devices, the human body, etc.	
3D Modeling	To model architectural designs, etc.	

Or social applications



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WolfWalk allows you to explore North Carolina State University's campus history on your phone. WolfWalk has information on 90 different sites on campus, with images that trace the site's history, courtesy of the NCSU Libraries Special Collections Research Center. WolfWalk will also show you information about the sites closest to you, depending on the capabilities of your phone.





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Need support? Have a suggestion for us?

If you have any questions about WolfWalk or have suggestions for us, send a message to wolfwalk@lists.ncsu.edu.

Explore more NC State history

To find out more about NC State's history, visit Historical State. Historical State is the home of our comprehensive catalog of historical images of NC State, and contains all of the images used in WolfWalk, Historical State also features course catalogs, and a near-complete run of the Agromeck, NC State's yearbook.



Miami University

- MU Augmented Reality Research Group
- ShelvAR reads a special spine tag that corresponds to each book's call number and automatically tells the user which books are out of place, and where they need to go.



AR Services

Services

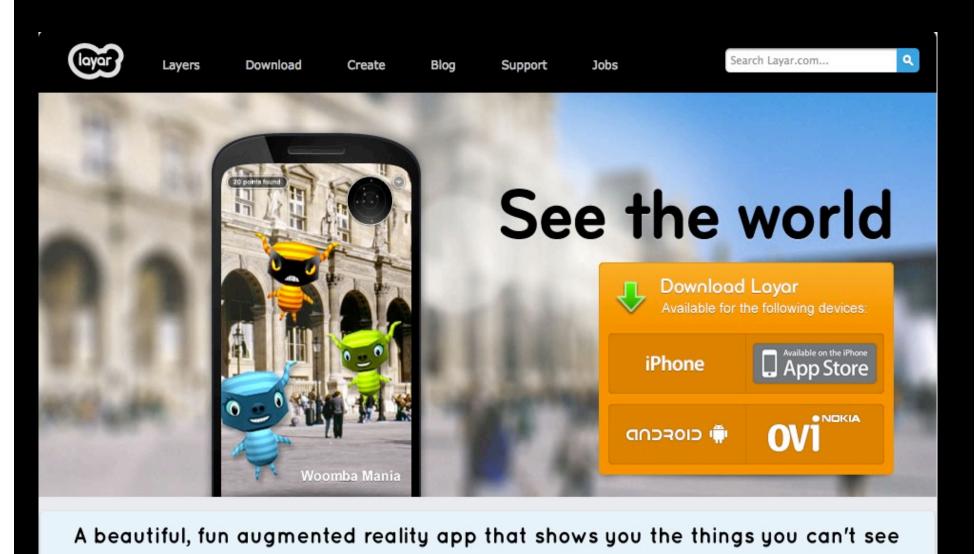
- Yelp "Monocle"
- Layar
- Wikitude
- Junaio
- Hoppala Augmentation



Yelp "Monocle"



Layar



www.layar.com

Android Downloads



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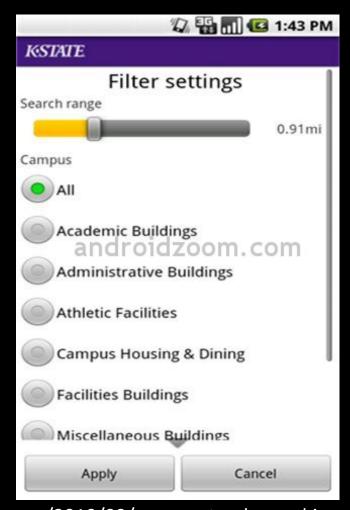
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To view the Dignowitty Hill Cultural History layer download the Layar app for your mobile device!



Layar at Kansas State





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Building an AR layer

Your secret AR weapon

- Augmentation, by Hoppala
 - http://www.hoppala-agency.com/



Augmentation dashboard



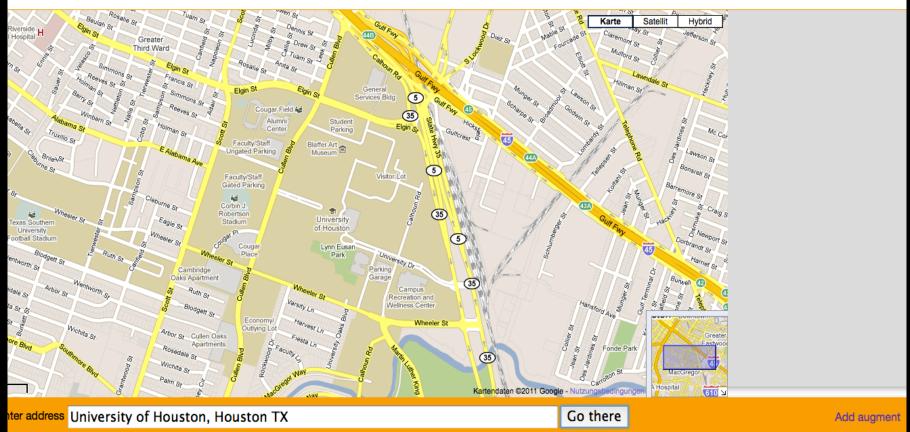
Change Password Upgrade

	Name	Overlay URL
or	librarylocator	http://augmentation.hoppala.eu/overlay/2487ae7ae38decb43fa588512201b8b9/
ipus	historiccampus	http://augmentation.hoppala.eu/overlay/e0b1f2fe7799f10f0c51049c51197d8b/
s	art	http://augmentation.hoppala.eu/overlay/9072dad1a75ec79d402a7b58fac2c624/

New overlay



Dashboard Upgrade

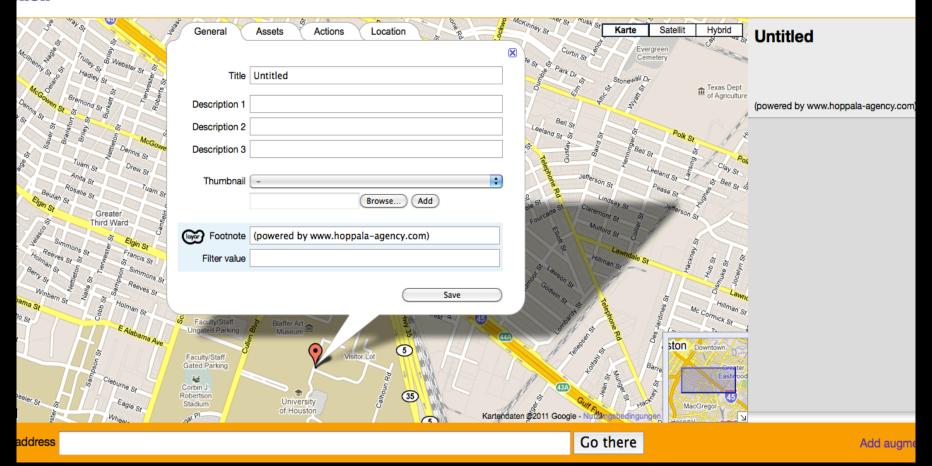


v convenient size help cover my personal costs in keeping this site going.

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Dashboard Upgra



General tab

Untitled
-
Browse Add
(powered by www.hoppala-agency.com)

Location tab

Address		(Geocode)		
Latitude	29.722644			
Longitude	-95.342187			
Altitude	0 (in meters)	Relative 🗌		
2				

Presto! Overlay!

Dashboard Upgra

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and Field Complex Karte Satellit Hybrid M.D. Anders Moores School Blaffer Art The main campus Faculty/Staff Hofheinz Ungated Parking Pavilion Museum http://m.lib.uh.ed Lyndall Finley Law Village Architecture Bldg Wortham Theatre Cullen College of Bates (powered by www.ho Engineering Engineering Bldg 2 Law Bldg (5) Vaughn St Graduate Visitor Lot School of Social Faculty/Staff Science and City of m **Music Libra** Work Bldg Engineering Bldg ' Gated Parking Research Bldg ' University Technology Engineering Engineering Laboratory Branch library University Park Corbin J. Robertson Stadium 20B Jr Bldg S University (powered by www.ho Stephen Power Farish Hall Leroy and Lucile Melcher Hall **Architecture** Cougar PI Tow Lot Houston System Center Heyne Bldg Uh Police Cougar Library Parking Cullen Bldg Child Care rersity Dr **Branch Library** Center (5) Residence Hall Wheeler Avenue Baptist Church EE Oberholtzer Residence Hall (powered by www.ho Parking Cambridge Garage Oaks Apartment Campus Village Recreation and Optometry Wellness Center Blodgett St Branch Library à Clinical Research Center Kartendaten @2011 Google - Nutzungsbedingunger Go there Add augme

The Future of AR

AR is here to stay

- Devices are getting smaller and more mobile
- Connection speeds are increasing
- Battery life is lasting longer
- More applications are moving to the cloud
- Desire to be more engaged
- Yearn for new visual experiences

Resources

- Layar Tutorials
 - http://www.slideshare.net/layarmobile
- Wikipedia Overview
 - http://en.wikipedia.org/wiki/Augmented_reality
- AR in Education
 - http://wik.ed.uiuc.edu/index.php/Augmented_Reality_in_Education

Resources

- Layar introduction for developers
 - http://www.slideshare.net/layarmobile/layarintroduction-for-developers
- GPS Motion X (iPhone app)
 - http://itunes.apple.com/us/app/motionx-gps/ id299949744?mt=8
 - \$0.99 or free lite version

Thank you!



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