

Augmented Reality Based Continuous Onboarding Framework

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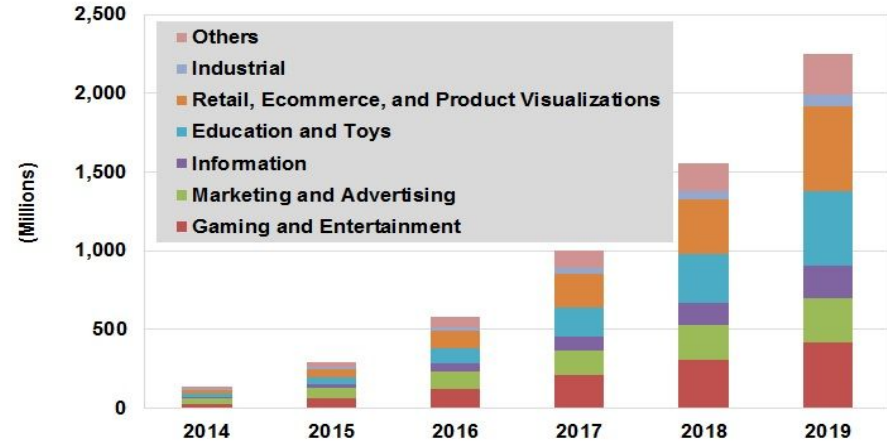


What is Augmented Reality (AR) ?



AR is a technology, combines physical world with virtual objects for a new kind of visualization that promises spatial interaction in real time.

Installed Base of Actively Used Mobile AR Apps by Application Type, World Markets: 2014-2019



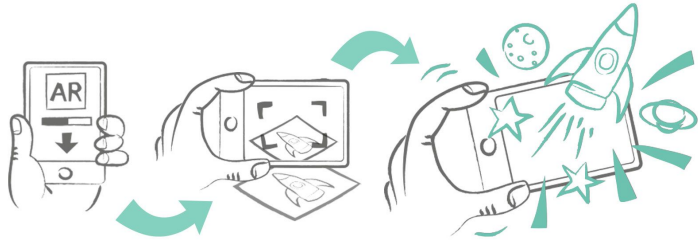
Source: Tractica



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How Augmented Reality Works?



- Environment tracking
- Scan unique trackable image/object/text
- AR anchoring
- Placing AR components
- Mixed reality experience



Company Information



- Information and Security Technologies
- Cyber Security and Cloud Computing Technologies
- Simulation, Training and Test Systems
- Command Control and Combat Systems



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Co- Advisor: Dr. Eray Tüzün



He works as a principal software engineer at Havelsan.

He has knowledge and experience on

- Agile Project Management
- Software Development Processes
- Software Engineering



Problem



For continuous integration;

Developers should always be

- highly motivated.
- continuously focused on the project.
- keep the pace of the process.



Problem



- Making onboarding process more efficient
- Reducing the manpower and time
- Providing high retention ratio



Onboarding



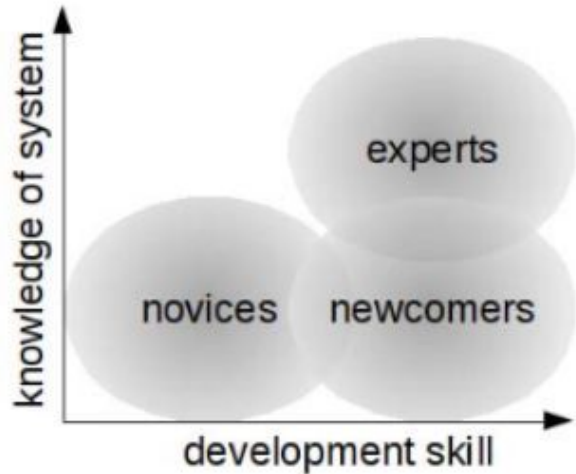
- The newcomer will need to learn
 - team's tools
 - processes
 - culture
 - existing codebase.
- Successful onboarding provides retention.



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Onboarding



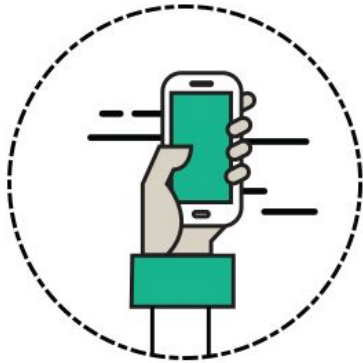
- Making the newcomers to have a high knowledge about the system
- Increasing correlation between colleagues
- Providing knowledge transfer



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AR + Onboarding



AR technology

- provides extended experiences.
- helps employees to adapt better to business and colleagues.
- enhances working conditions with augmentation.



Analysis



- Mixing software engineering disciplines with AR
- Using mobile devices for onboarding
- Lack of research about the combination of AR and onboarding processes



Objectives



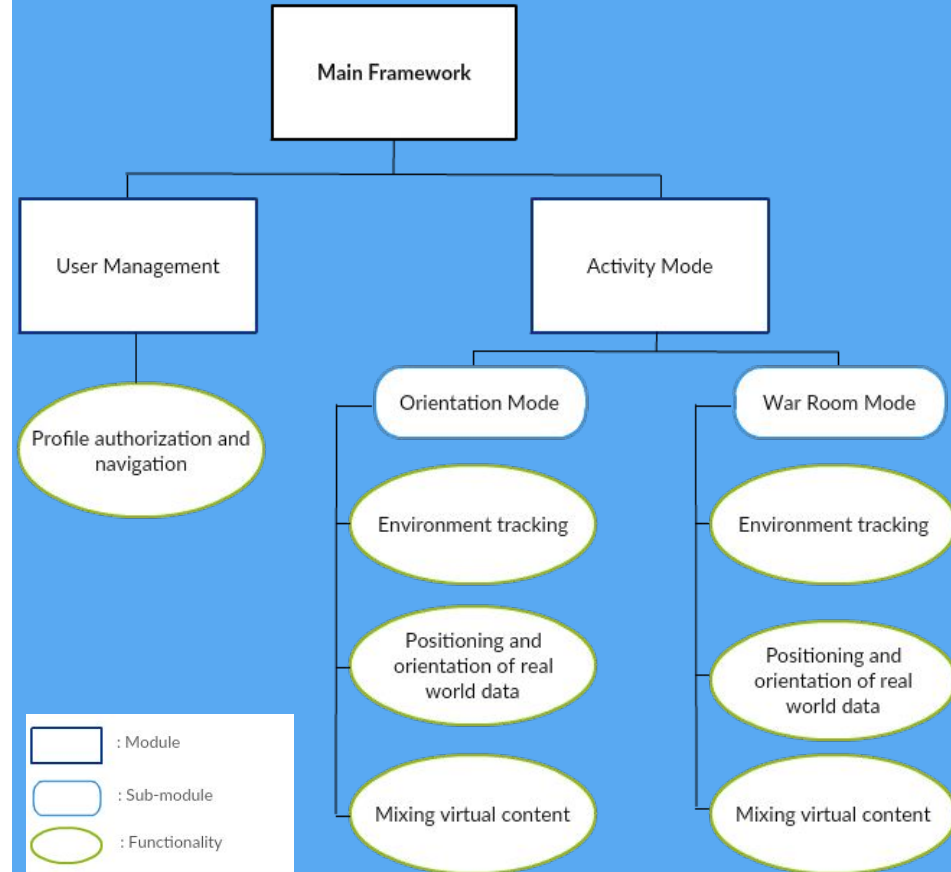
- Creating navigators for software development workflow process.
- Providing continuous onboarding to software practitioners while performing their daily tasks.
- Retrieving data from multiple data sources.



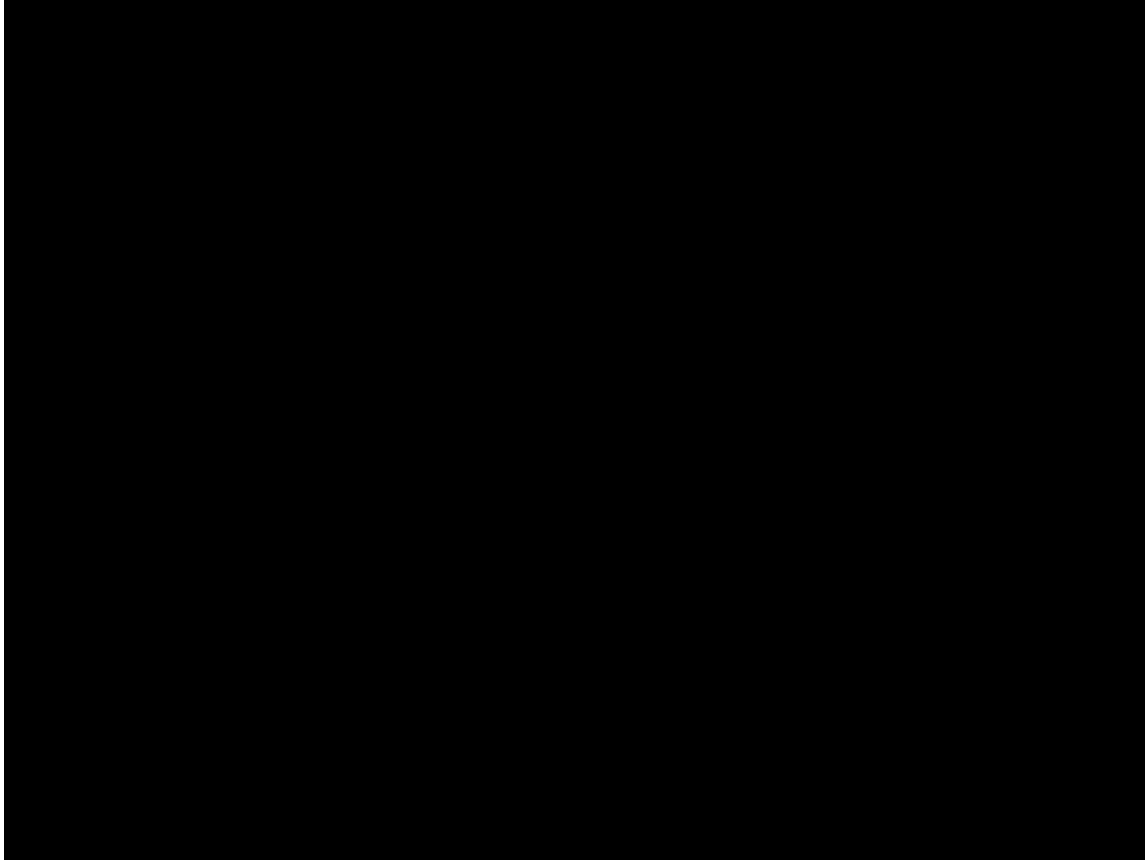
EO: Experience Objectives DO: Deployment Objectives RO: Research Objectives	EO1: Run on a wide range of mobile devices.	EO2: Automatically identify the data sources within a repository of software project.	EO3: Reform the original appearance of the office by visualizing the required parts of a project.	EO4: Redesign the original office scene by augmenting the user’s reality with design elements	DO1: Creation of the virtual dashboard requires simple procedures and most common hardware.	DO2: Framework does not require a large investment or an expensive training program.
RO1: Real-time data display using camera tracking on a mobile device.	✓		✓			✓
RO2: The first implementation of dynamic AR in software development context.	✓			✓		
RO3: A practical dynamic scene reconstruction					✓	
RO4: Efficient 3D performance representation for rendering, storage, and display.	✓			✓		✓
RO5: A practical 3D office construction from dynamic and static AR assets.	✓	✓	✓		✓	✓
RO6: A workflow for 3D modelling of software office					✓	

Solution

Providing an onboarding system for new-coming software practitioners for getting familiar with the colleagues, company culture and current projects.

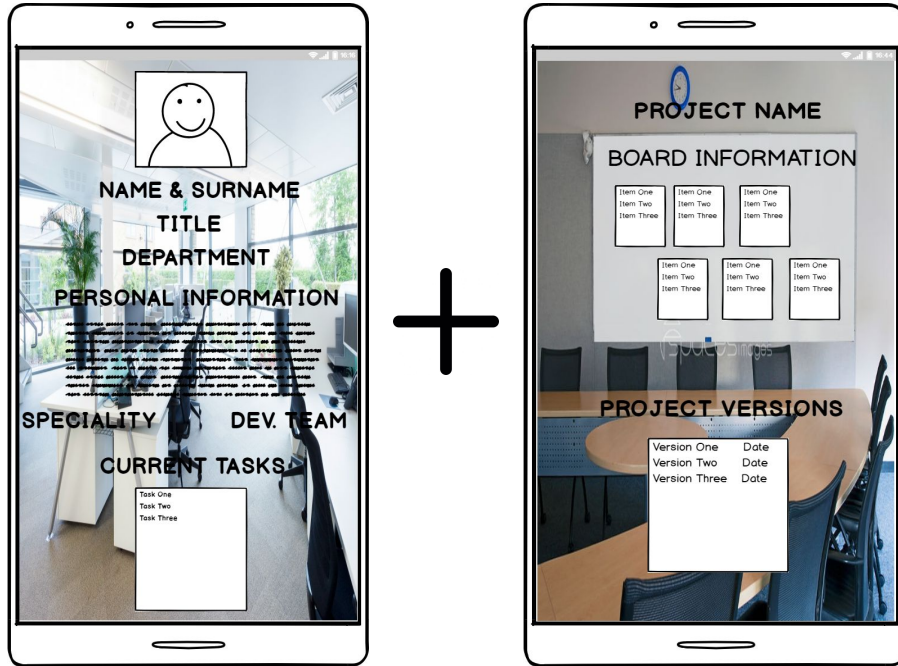


Demo



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Planned Works



- Designing “Orientation Mode”
- Designing “War Room Mode”
- GUI design for menu navigation
- Managing and importing data from related sources



Tubitak Application



TÜBİTAK



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- 2209/B INDUSTRY ORIENTED
GRADUATE THESIS SUPPORT
(2209/BÜNİVERSİTE ÖĞRENCİLERİ YURT İÇİ ARAŞTIRMA
PROJELERİ DESTEK PROGRAMI)
(Submitted on December 2017 waiting
for approval)

Results



WITH THIS PROJECT,

- COMBINING two areas that are not combined before which are AR and Onboarding.
- BRINGING a new approach to software engineering disciplines.
- OPENING a new door into redesigning the original office scene by augmentation.



Acknowledgement



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- Dr. Eray TÜZÜN
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- HAVELSAN
- Çankaya University GameLab



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