

1² (One One): Augmented Reality Dog

~Support Mental and Physical Health~

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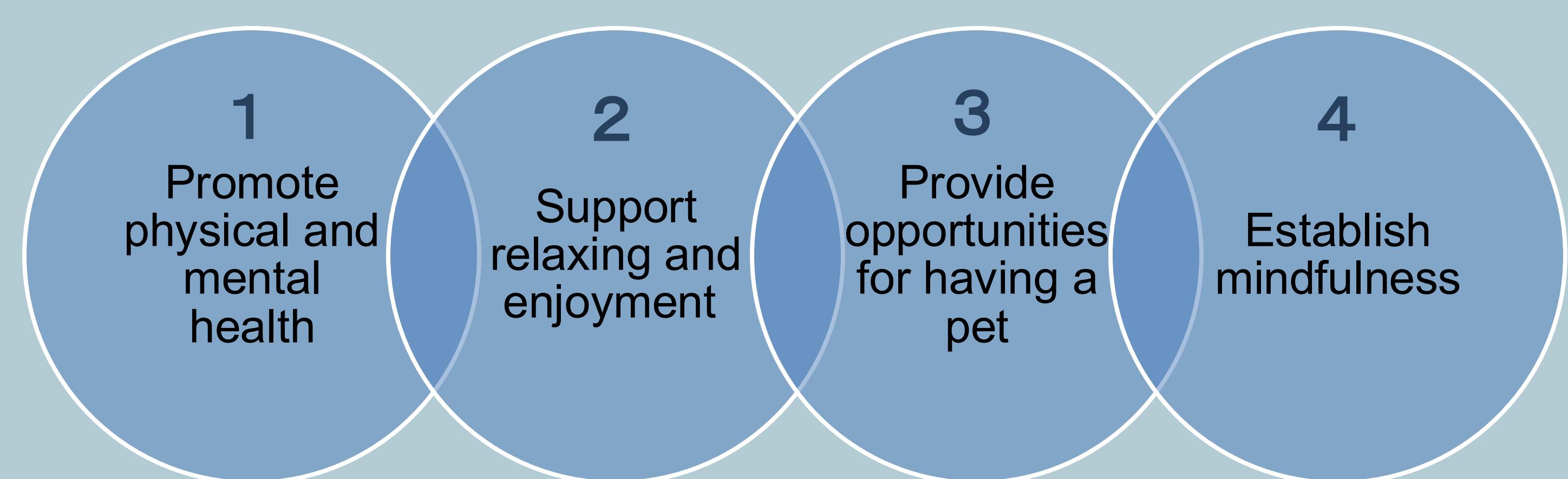


Introduction

- Background

These days, IT has developed rapidly, and most people tend to stay in their rooms. Under such circumstances, the opportunities to go outside and exercise are much less than they used to be. Therefore, we decided to develop an application that allows people to exercise while having fun, using AR technology to integrate it with reality.

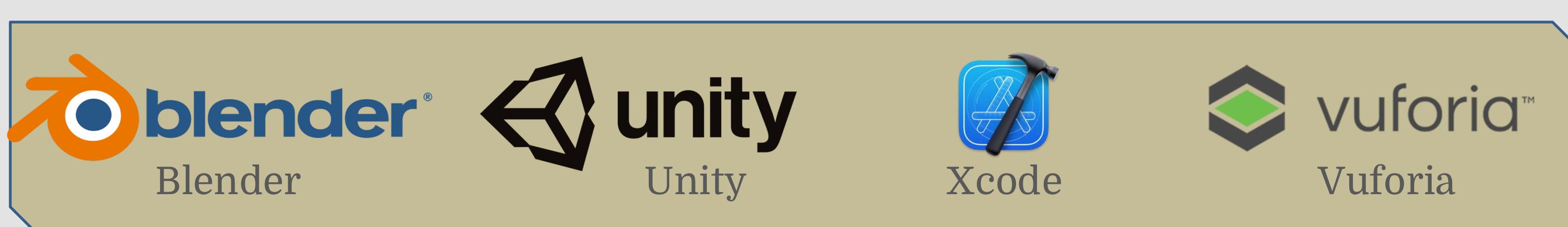
- Study Goal



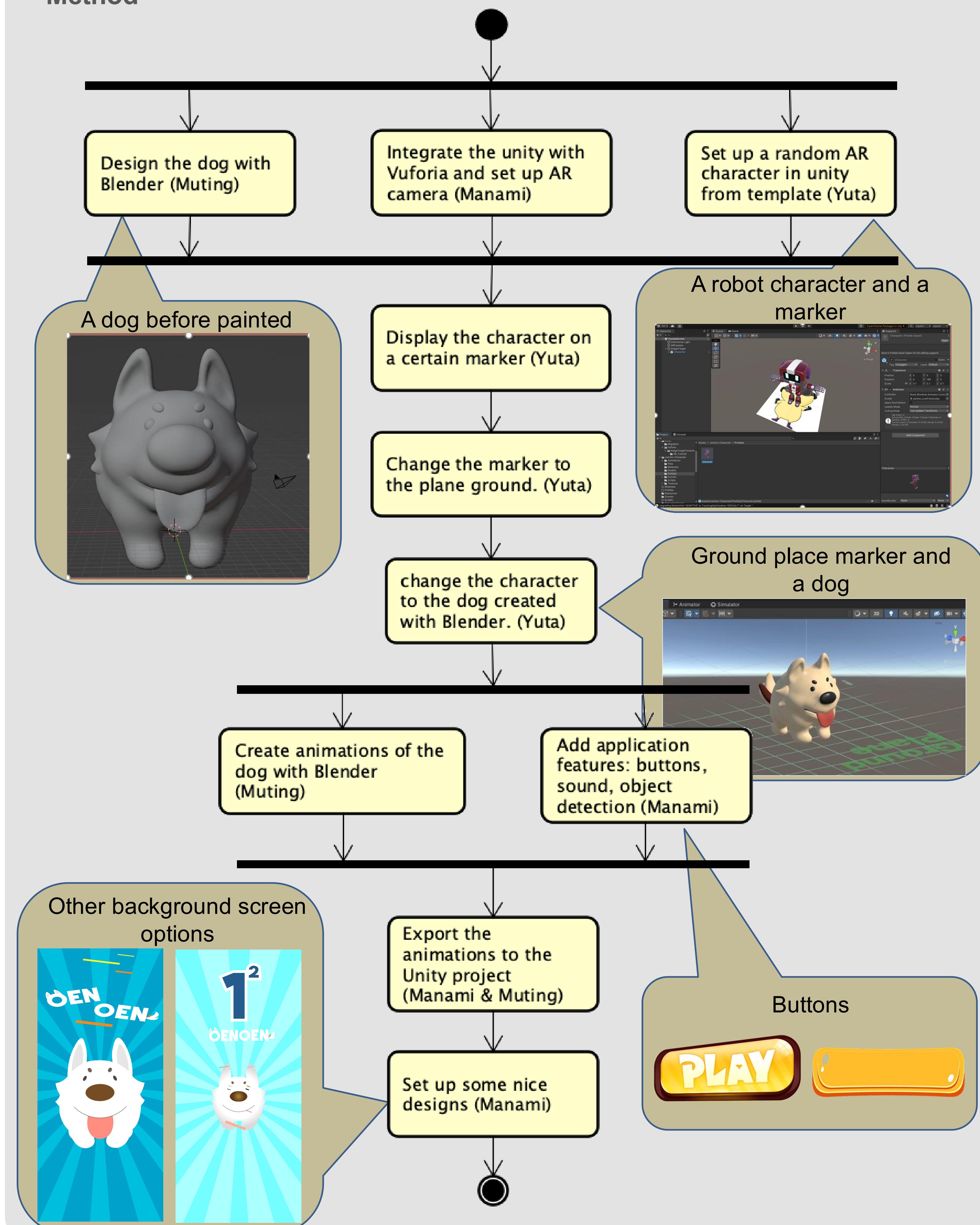
1. The application keeps users' physical and mental health by sending notifications to encourage them to take a daily walk
2. Users have fun in their daily lives by owning a virtual dog.
3. People who cannot afford a dog or who prepare to get a dog use it as a casual pet.
4. A periodic notification function allows users to establish a habit.

Methodology

- Tools Used



- Method

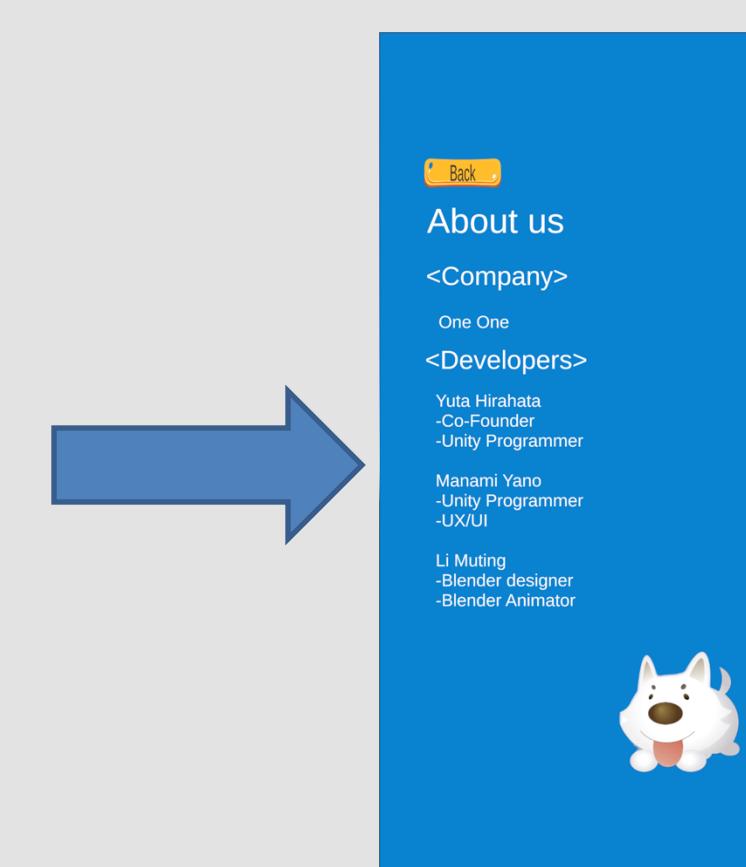


Results

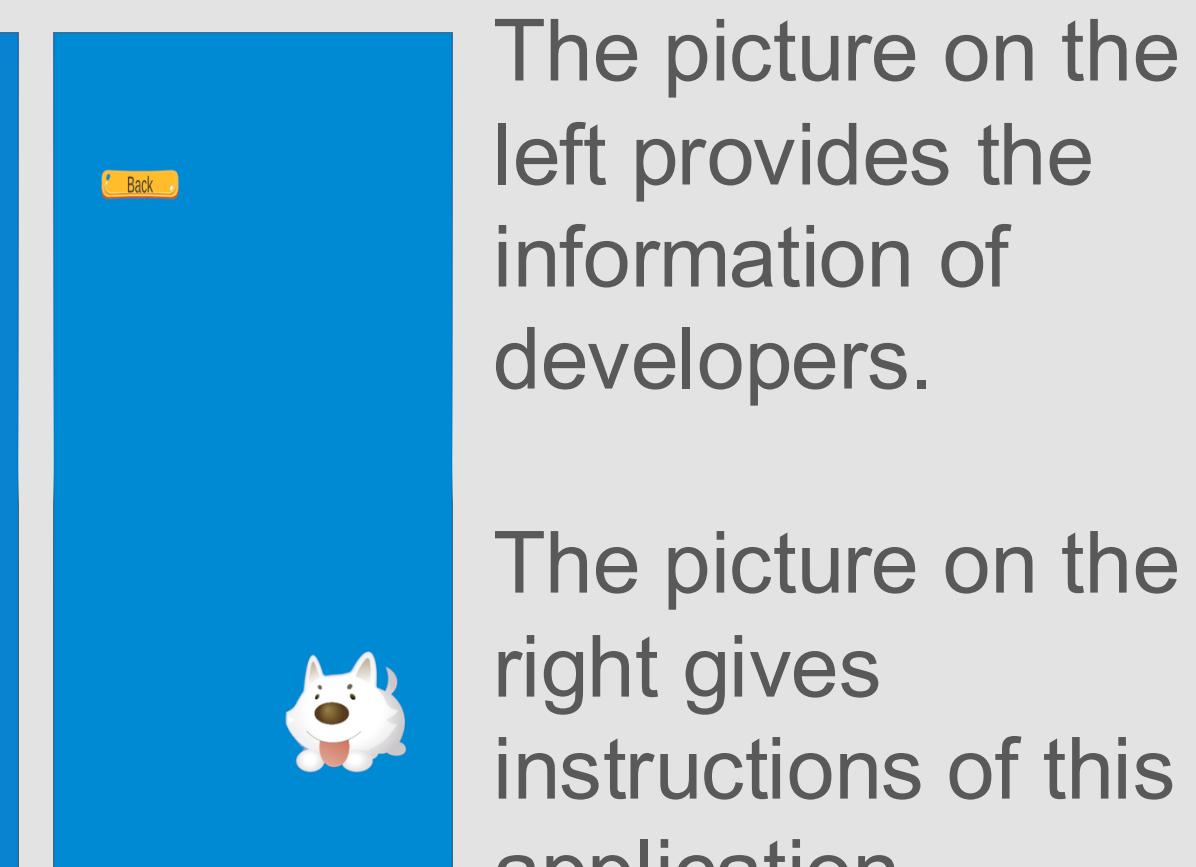


Basis

This is what our users first see on One One.



Simple but attractive design.

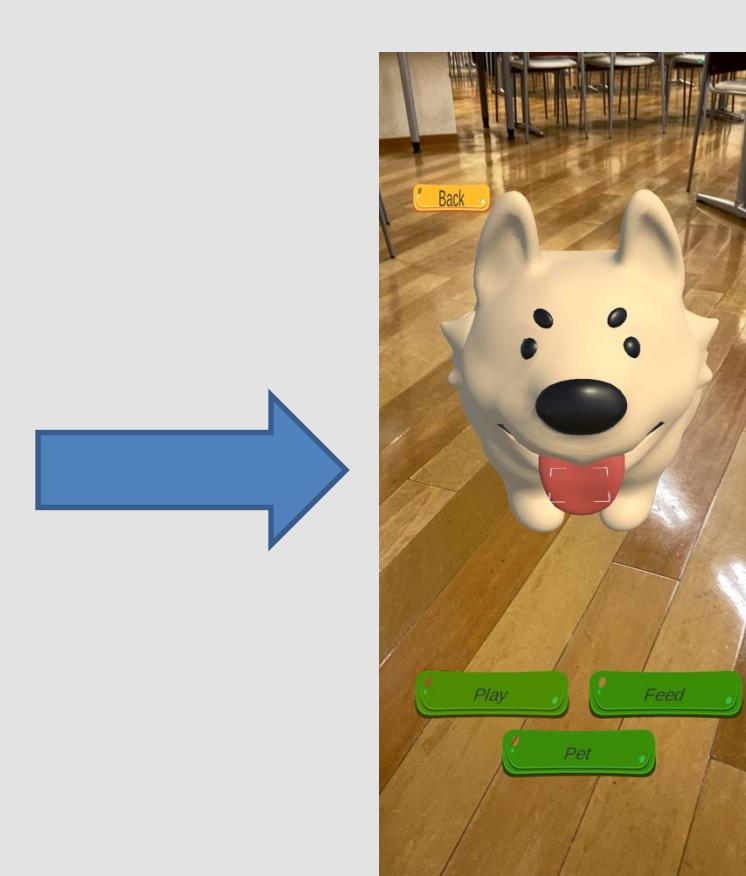


The picture on the left provides the information of developers.

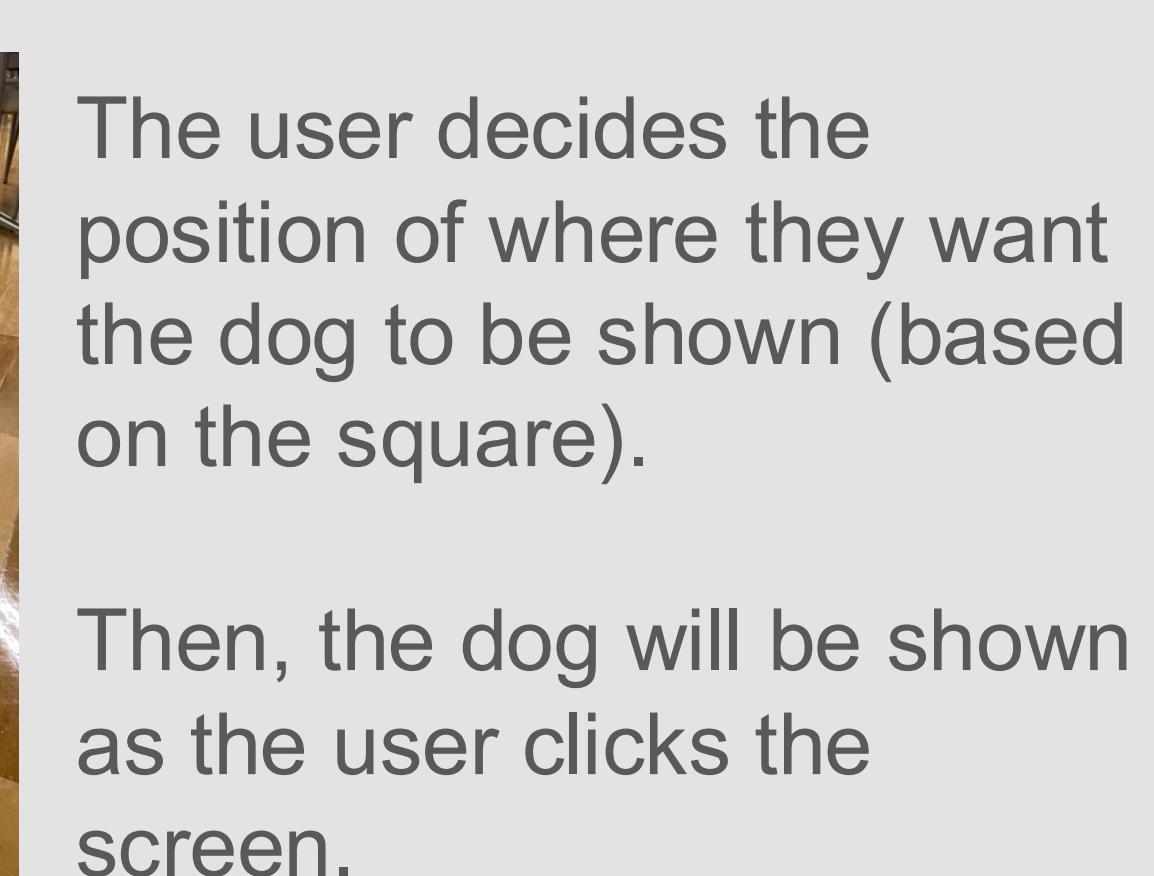
The picture on the right gives instructions of this application.



Once the play button is pressed, the AR camera is activated.



The square means that the ground is detected.



The user decides the position of where they want the dog to be shown (based on the square). Then, the dog will be shown as the user clicks the screen.

Animation

The dog has some motions, which make users easier to feel the dog as if it exists in the real world.



Notification

A notification system is executed when an user does not use the application for a while.

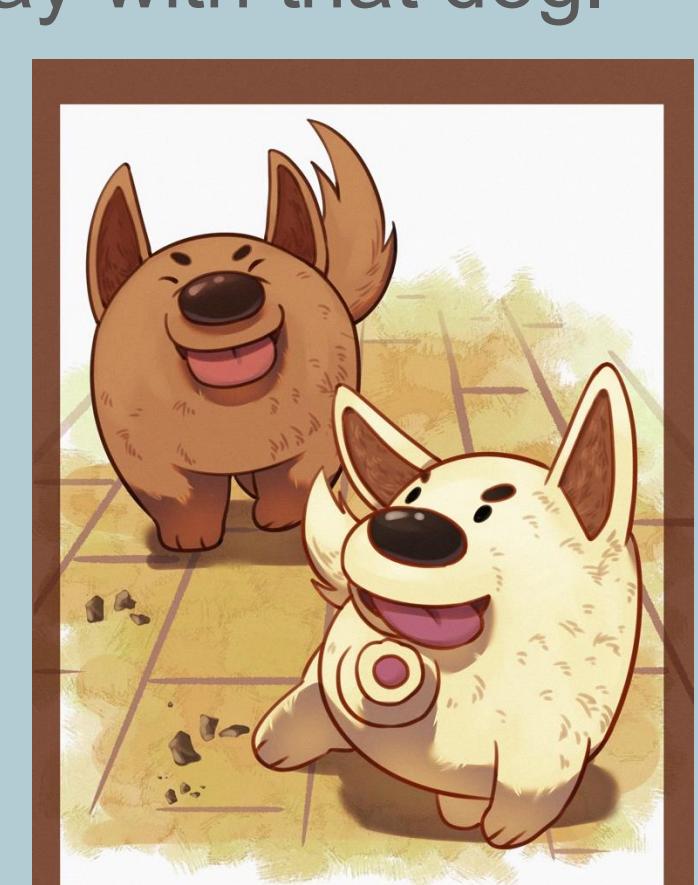
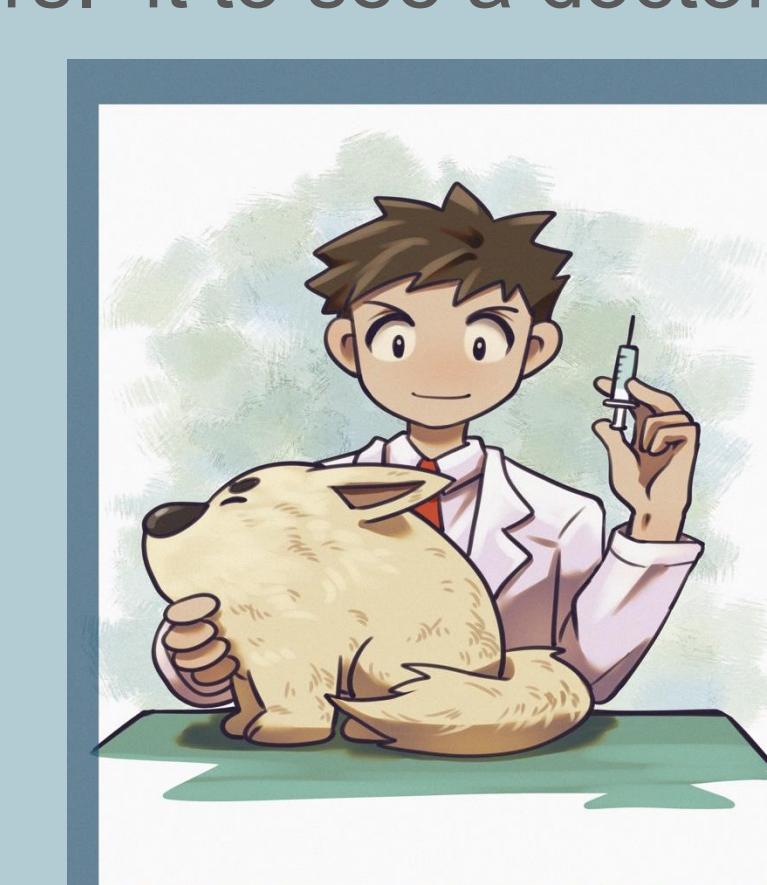
This helps a user keep using the application, so that he/she can maintain his/her mental and physical health.

Conclusion

We have created an AR dog which can play and exercise with you. We hope that more people can experience the feeling of being accompanied by pets. We also hope that people can get enough exercise, strengthen their body and improve their immunity.

We will add more functions in the future. For example:

1. If your dog loves flowers,
 2. When it's ill,
 3. When seeing another dog on the road, it will go to see a doctor.
- When it sees a flower, you can take it to see a doctor. and play with that dog.



The above is our summary and future plans. Although we have encountered many difficulties in creating One One, we also enjoy it. We also hope you have a good experience when using One One.