



Augmented Reality Bay Campus Interest App

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Introduction

Bay Campus is home to many students and staff, it hosts a wide variety of events such as conferences and graduations, it also houses state-of-the-art technology and facilities.

This mobile app, with the implementation of augmented reality, guides staff, students and visitors while enhancing their experience of this campus

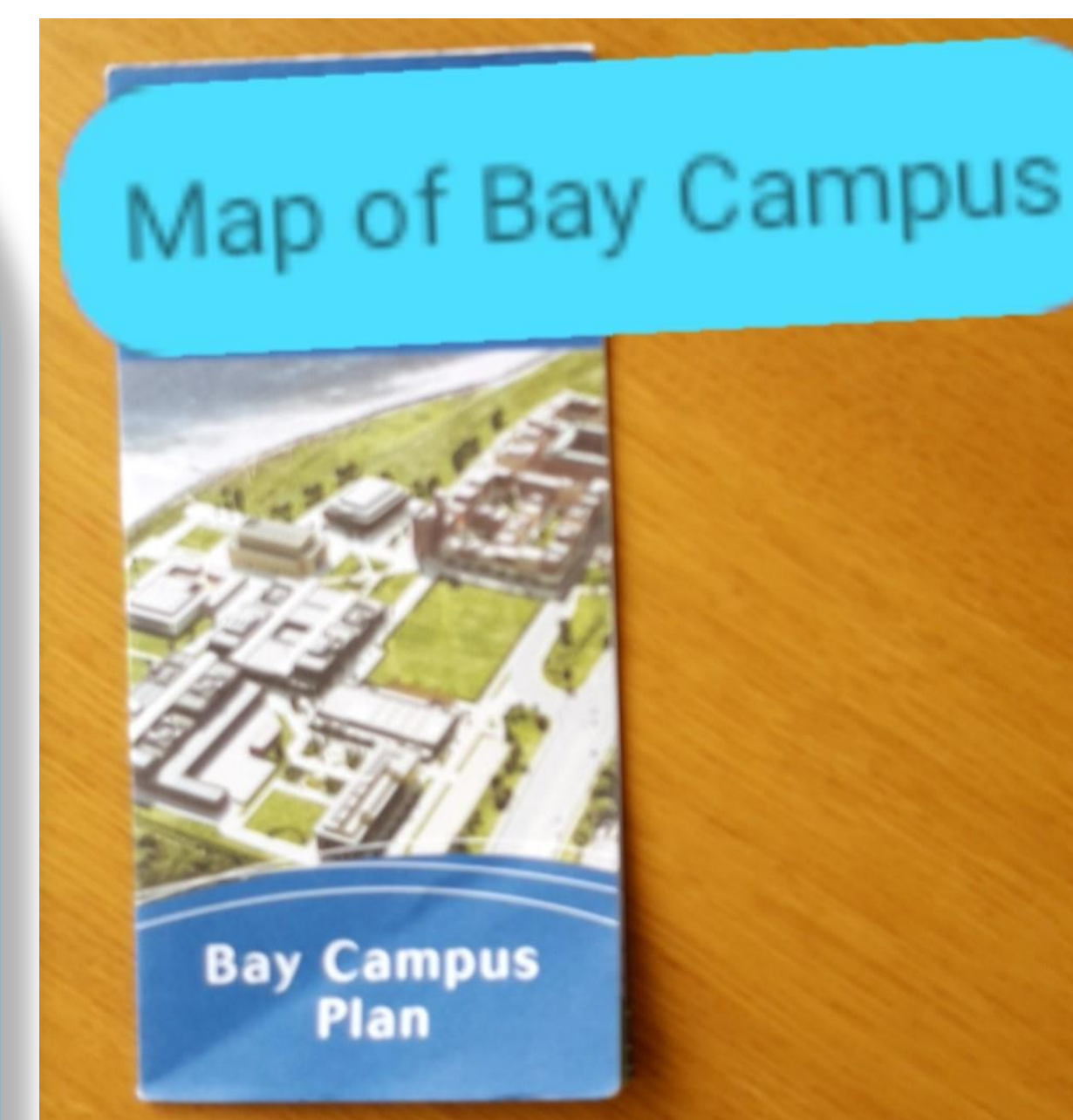
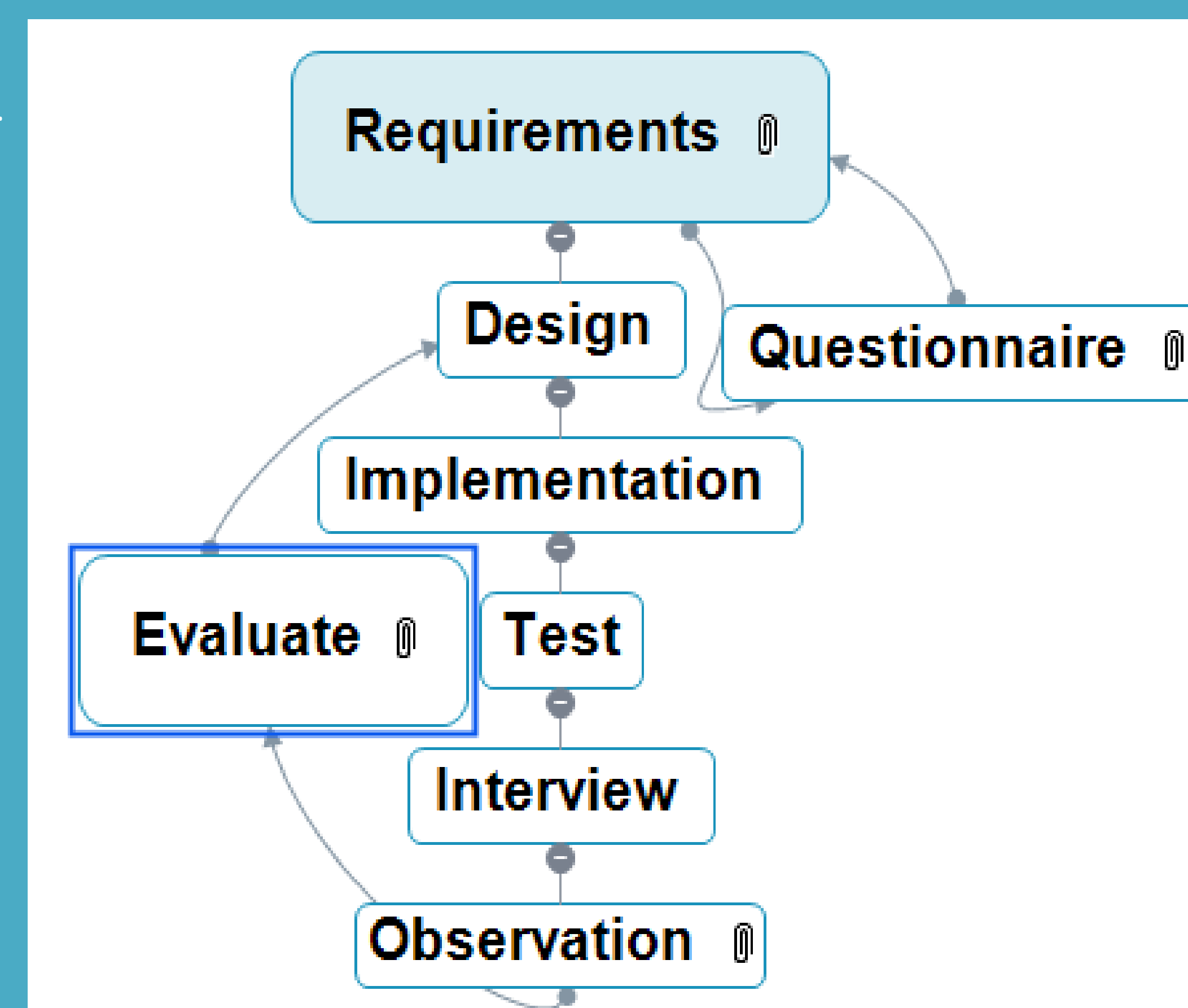
Aims:

- To produce an app that uses AR to give users valuable information about a point of interest within the campus
- To produce a high quality application
- To give directions to the user through AR
- To gather various types of data from over 30 different individuals

Methods, software and tools

- Data gathering:
- Questionnaires
 - Semi-structured interviews
 - Observations

- Software development:
- Android Studio
 - ARCore
 - Sprints
 - Iterative design process



Future directions

- AR compass
- Geocaching
- University open days

5) What information would you like to know when you visit a location/building?

14 responses

Location, Purpose, rooms inside (where relevant)

Which lectures are on

What the building is

Room locations

The facilities

name of building

Data

- Quantitative and qualitative data
- Trends and preferences of individuals
- Timings and reactions to actions

6) Do you feel safe while holding your mobile device to navigate through different locations?

21 responses

