

SWANSEA UNIVERSITY PRESENTATION ON AUGMENTED REALITY (HCI) IN THE FIELD OF EDUCATION



Swansea University
Prifysgol Abertawe

MSc Data Science 2022 - 2023

30 – 03 – 2022

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Submitted To :

Muneeb Ahmad (Professor)

1. AR: BRIEF INTRODUCTION

- A combination of a real scene viewed by a user and a virtual scene generated by a computer that augments the scene with additional information.



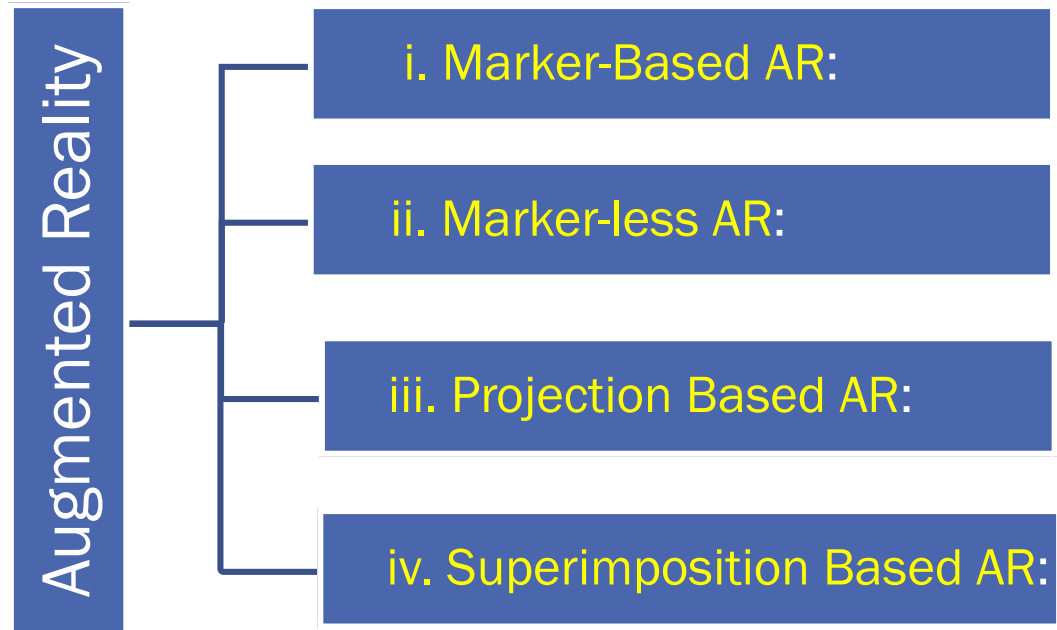
2. AR: WHAT IS AR

- Augmented reality (AR) is an interactive experience of a real-world environment where the objects that reside in the real-world are "augmented"- amplify by computer-generated perceptual information, including visual, auditory, haptic, somatosensory, and olfactory sensory modalities

3. AR: WHAT IS AR - Example



4. AR: TYPES OF AR



4. AR: TYPES OF AR

i. Marker-based AR - Recognition based approach



4. AR: TYPES OF AR

ii. Marker-less AR - location-based or position-based



Slide 7

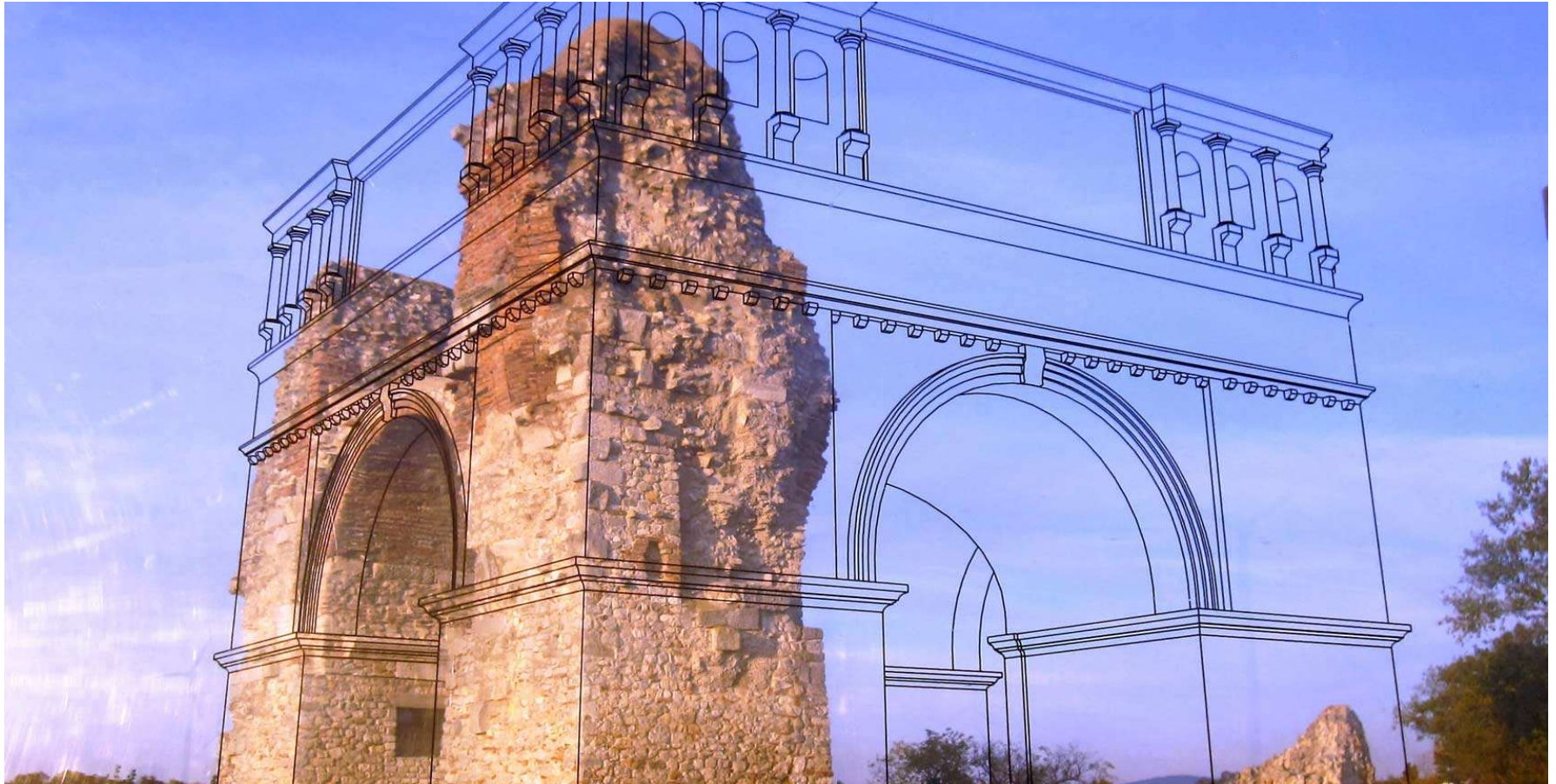
BS1

Bhuvan Shukla, 15-03-2022

iii. PROJECTION BASED AR - Projecting synthetic light to physical surfaces



iv. Superimposition-based AR – Displays original view with an augmented



5. AR: Problems, Aims and Objectives

- Accessibility
- Usability.
- Technical Developer
- Dissemination.
- Pedagogical Approach.

6. AR: Related Work

HISTORY



<https://thinkmobiles.com/blog/augmented-reality-tourism/>

CIVIL



<https://education.viewsonic.com/augmented-reality-education-learning-2/>

GEOGRAPHY



<https://vrscout.com/news/the-australian-air-force-is-now-testing-the-microsoft-hololens/>

6. AR: Related Work

FURNITURE AND RETAIL

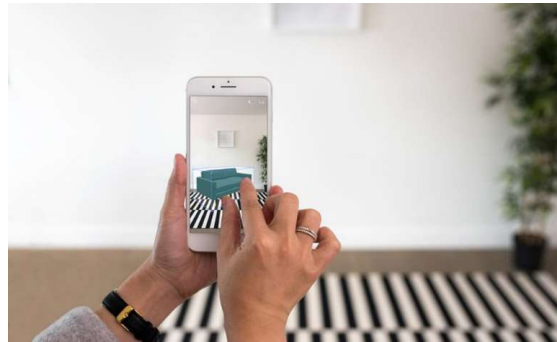


<https://thinkmobiles.com/blog/augmented-reality-furniture/>

Houzz



<https://blog.triple.io/how-to-market-furniture-in-augmented-reality-989cdab09f24>



<https://thinkmobiles.com/blog/augmented-reality-retail/>

6. AR: Related Work

Bio – MEDICAL



<https://videohive.net/item/surgeons-wearing-augmented-reality-glasses-perform-brain-surgery-with-help-of-animated-3d-brain-model/23114921>



<https://thinkmobiles.com/blog/augmented-reality-medicine/>



<https://education.viewsonic.com/augmented-reality-education-learning-2/>

6. AR: Related Work

EDUCATION



<https://thinkmobiles.com/blog/augmented-reality-education/>



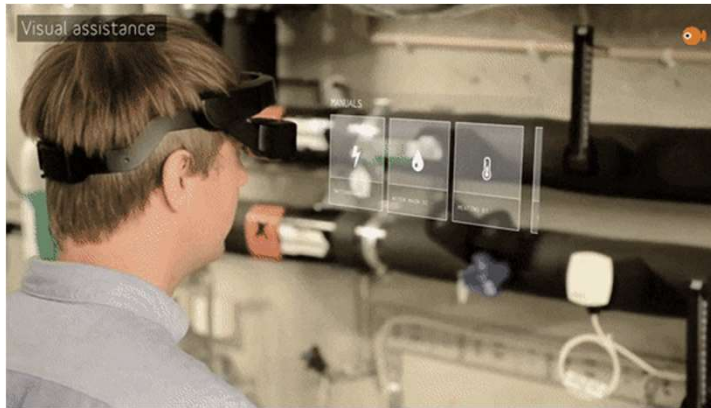
<https://medium.com/@arroundsmm/augmented-reality-in-education-a-way-to-future-cc38e755c6f4>



<https://education.viewsonic.com/augmented-reality-education-learning-2/>

7. AR: Proposed Solution

■ Accessibility

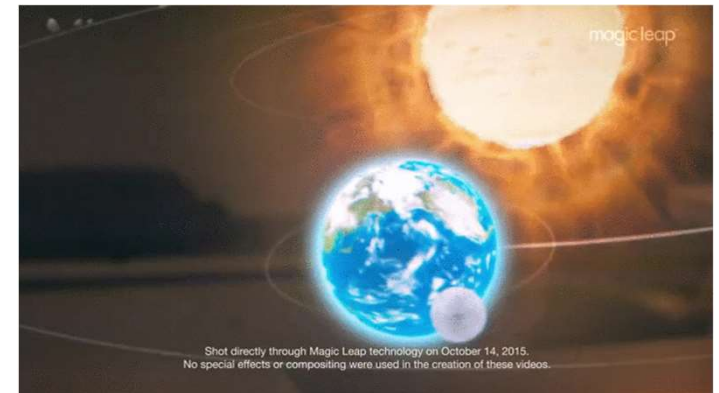


https://thumbs.gfycat.com/GlaringPowerfulAlbertosaurus-size_restricted.gif <https://giphy.com/gifs/wikitude-movie-augmented-reality-smartglasses-uuWEJYU90E>

■ Usability

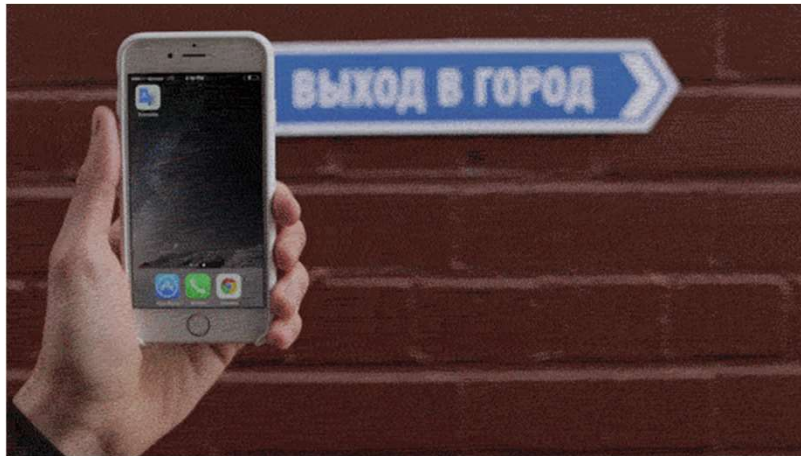


<https://i.gifer.com/8ycq.mp4>



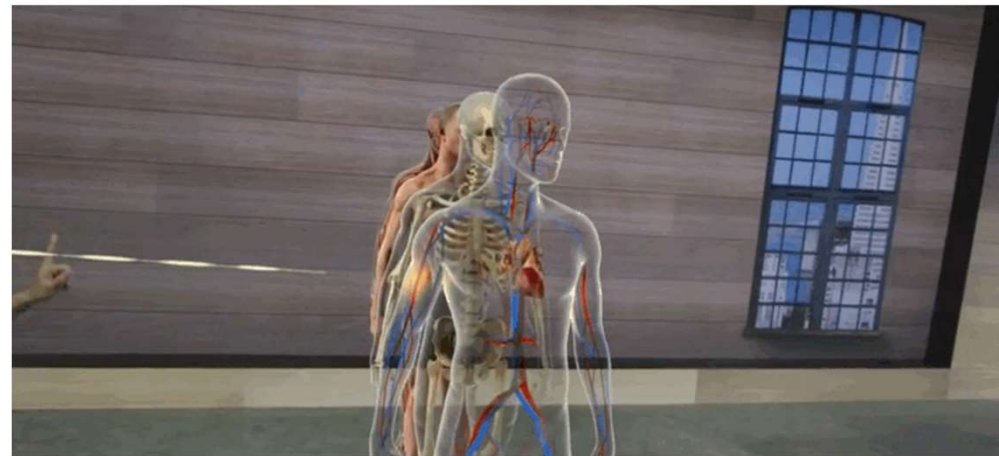
<https://i.gifer.com/9Ns7.mp4>

7. AR: Proposed Solution



<https://i.gifer.com/CgES.gif>

■ Dissemination



<https://i.gifer.com/7qVj.mp4>

■ Pedagogical Approach.

■ Technical Developer

8. AR - Conclusion

AR

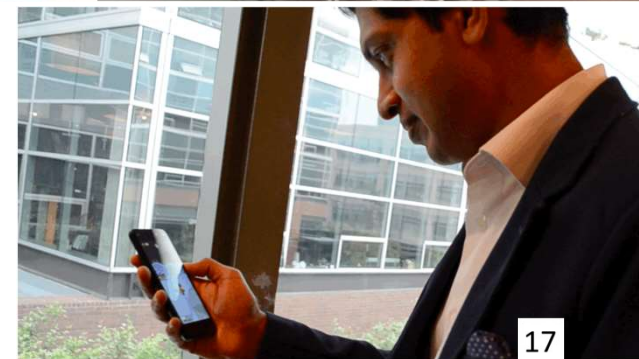
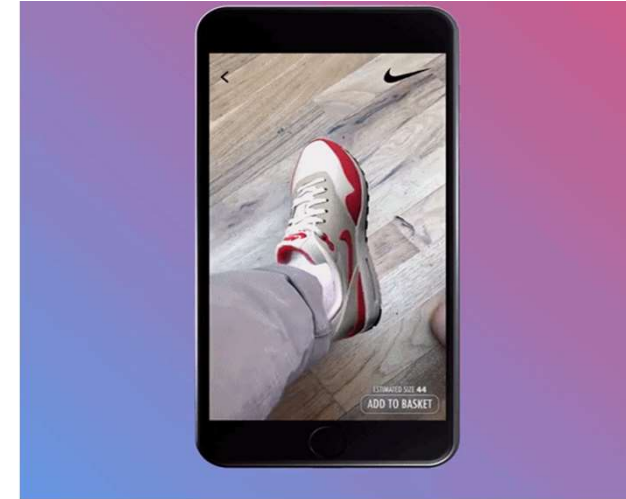
3D
Learning

Business and Marketing Education

Medical

Gaming

Social Media



9. References

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Augmented Reality based on Image Processing
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<https://pdfs.semanticscholar.org/1712/a17fb96601903b5b45b8a94d2fbb551bf3de.pdf>
- Augmented Reality in Reality Haibin Ling , 01 August 2017
<https://ieeexplore.ieee.org/document/7999155>
- Augmented Reality Victoria Interrante ; Tobias Höllerer ; Anatole Lécuyer
, 12 April 2018 <https://ieeexplore.ieee.org/document/8336832>
- <https://thinkmobiles.com/blog/what-is-augmented-reality/>
- <https://www.blippar.com/blog/2018/08/21/what-is-augmented-reality-and-how-does-augmented-reality-work>

9. References

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10. THANKS...!!!

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11.

