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CS428
Homework Week 7

In the near future, if we manage to get AR eyewear to the point where they can augment the visual and auditory space around us, I believe that there needs to be some way to manage it in order to keep it helpful and not annoying. So firstly, I would like to discuss exactly what kinds of augmentations would come if we were to have them implemented in some sort of AR eyewear.

Starting off with the given examples that were discussed in the prompt for this homework assignment, apps such as Shazam/Soundhound can detect the song that is being played. Imagine yourself strolling down a street filled with busy restaurants. Within one of those restaurants, you hear a song that you recognize however you don't remember the title of it. Luckily for you, you are wearing the latest AR eyewear that enables you to use the Shazam/Soundhound app that lets you immediately see the title of the song pop up in your view on the top right. The immediate convenience of knowing the song immediately without having to try to memorize how the song went, take your phone out, if the song had lyrics, type in the lyrics, listen and compare to different songs of similar tone until you find the right one. With this, it's all done in one step. Such convenience can be extended over to other things in the eyewear AR such as visuals being displayed over objects. Just like how we were able to track things on a cube in our first project, we can have billboards/panels display an image similar to a QR code, and have it display a 3D or even 2D visual over it. It would allow the user to see whatever they want, such as advertisements, videos, 3D models, etc. A real-life example of this I can think of can be when you're looking for the nearest public restroom in a city. There can be a panel on a wall of a building that has a public restroom. While you are walking around, you happen to catch a glimpse of the panel, resulting in a bathroom visual that pops up in that location, allowing you to follow it to the bathroom.

Such augmentations enable users to do things with ease and convenience. However, that doesn't mean that there aren't any cons associated with it. One of the biggest issues with this tool is that it can be quite annoying if there isn't any limit to what is shown to the viewer. Depending on how many visuals and information is shown to the user, it can end up being counterintuitive where the ease is lost in the constant clutter of information popping up to the user as they move around in space. How I would approach fixing this issue is by giving the user as many options in limiting what gets shown on the screen. When they first use their AR eyewear, they are given the option to select what gets to be shown in the view. This includes essential locations, advertisements, icons, directions, etc. Additionally, the user can set the actual amount that will be shown per item. So if they wanted to see 10 icons at once, 50 ads, or even just one notification it would be possible to do. Another way I would do to make the experience for the users less annoying would be to treat the device more like a traditional one where users can bring up a menu that displays all of the apps that the user has and let them decide which ones run in the background. So if they wanted an app that notifies the song that is playing in the background, they can just simply click on it with their eyesight which is being tracked, and choose it when staring at it.