

(54) **COMMUNICATION EXCHANGE SYSTEM FOR REMOTELY COMMUNICATING INSTRUCTIONS**

continuation of application No. 15/993,976, filed on May 31, 2018, now Pat. No. 10,511,881.

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**G06F 16/438** (2019.01)  
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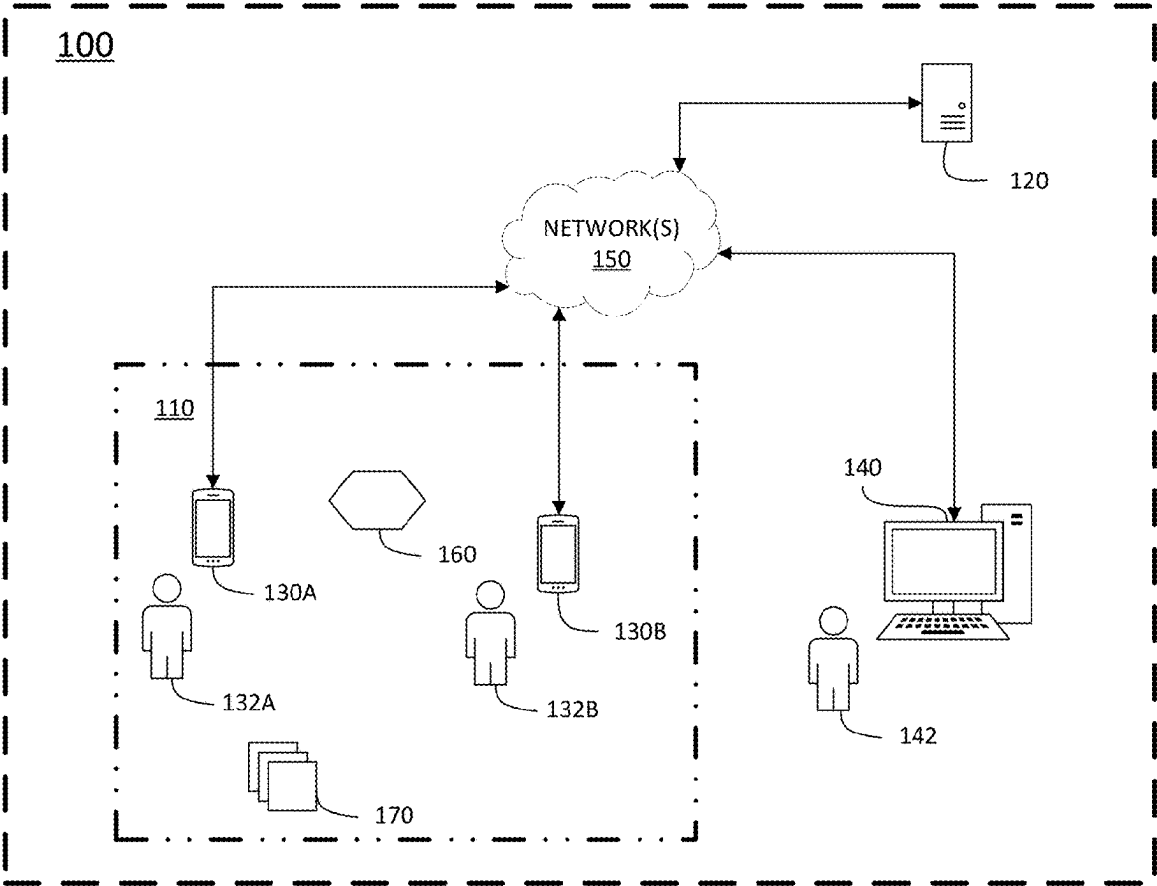
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**Publication Classification**

**ABSTRACT**

A server may communicatively couple to a user device and an instructor device. The server may receive location information from the user device. The location information may define visual content captured by the user device. The server may transmit the location information to the instructor device. The instructor device may present the visual content based on the received location information and receive input defining an instruction from an instructor. The server may receive instruction information defining the instruction from the instructor device. The server may transmit the instruction information to the user device. The user device may present the instruction overlaid on top of the visual content based on the received instruction information.



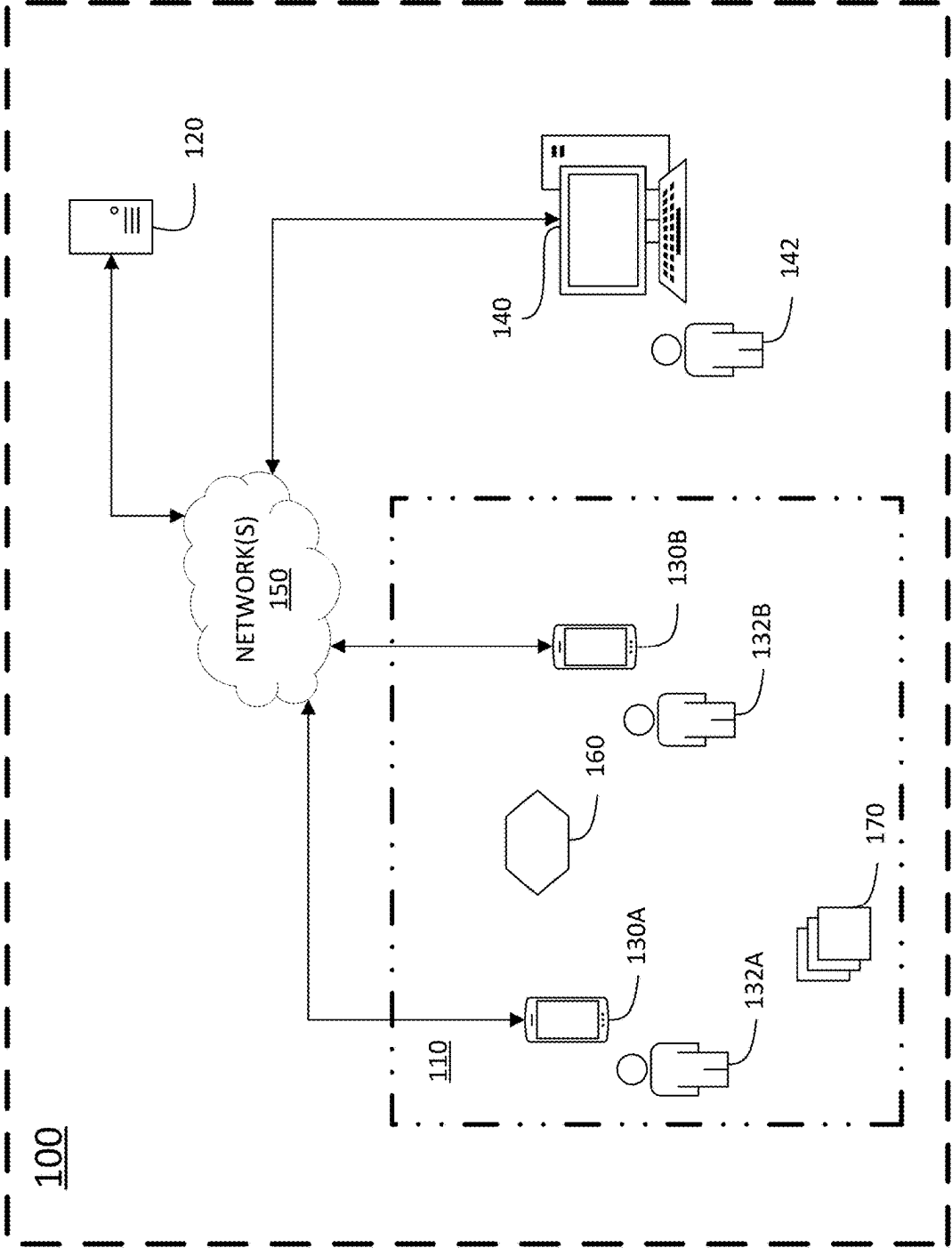


FIG. 1

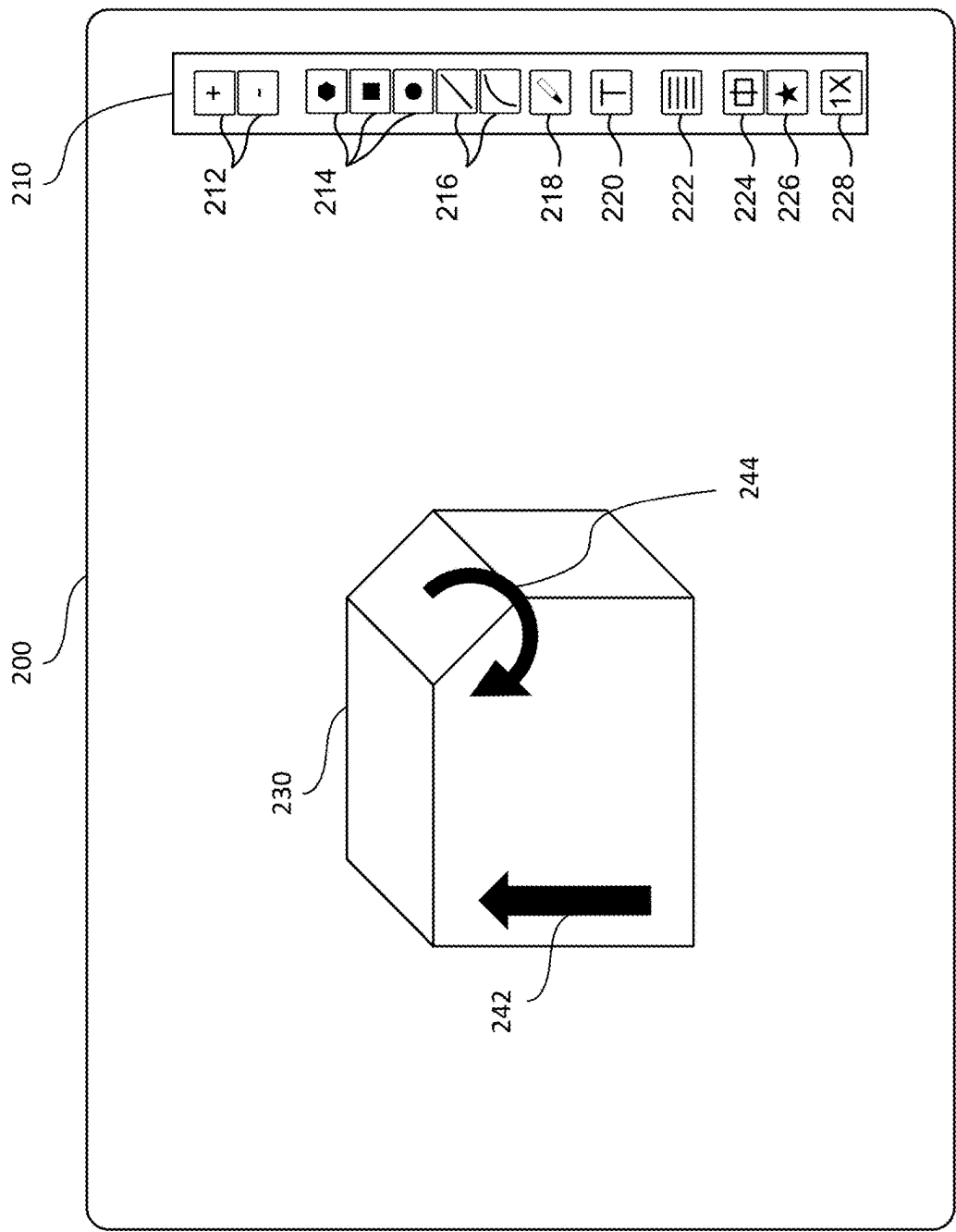


FIG. 2

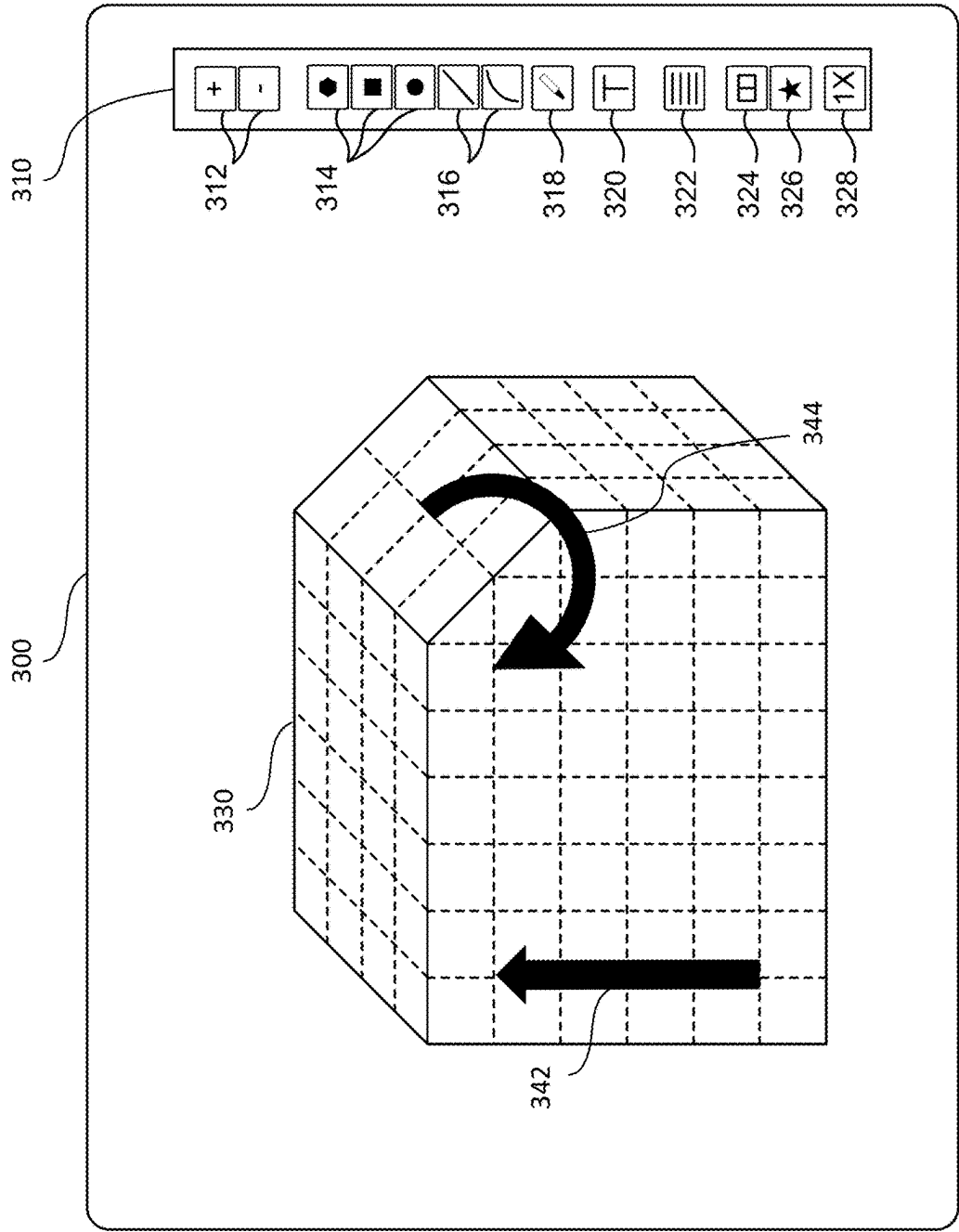


FIG. 3

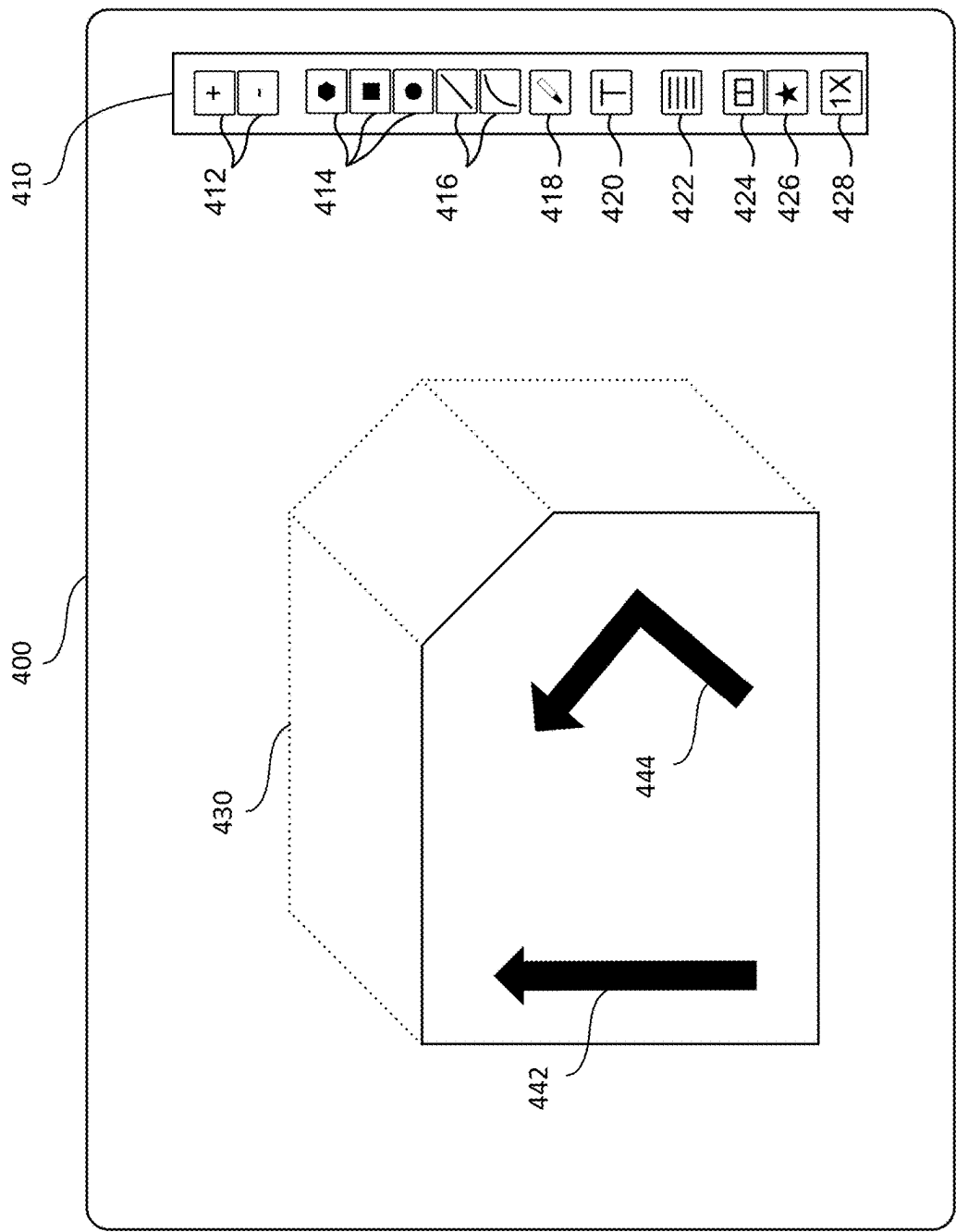


FIG. 4

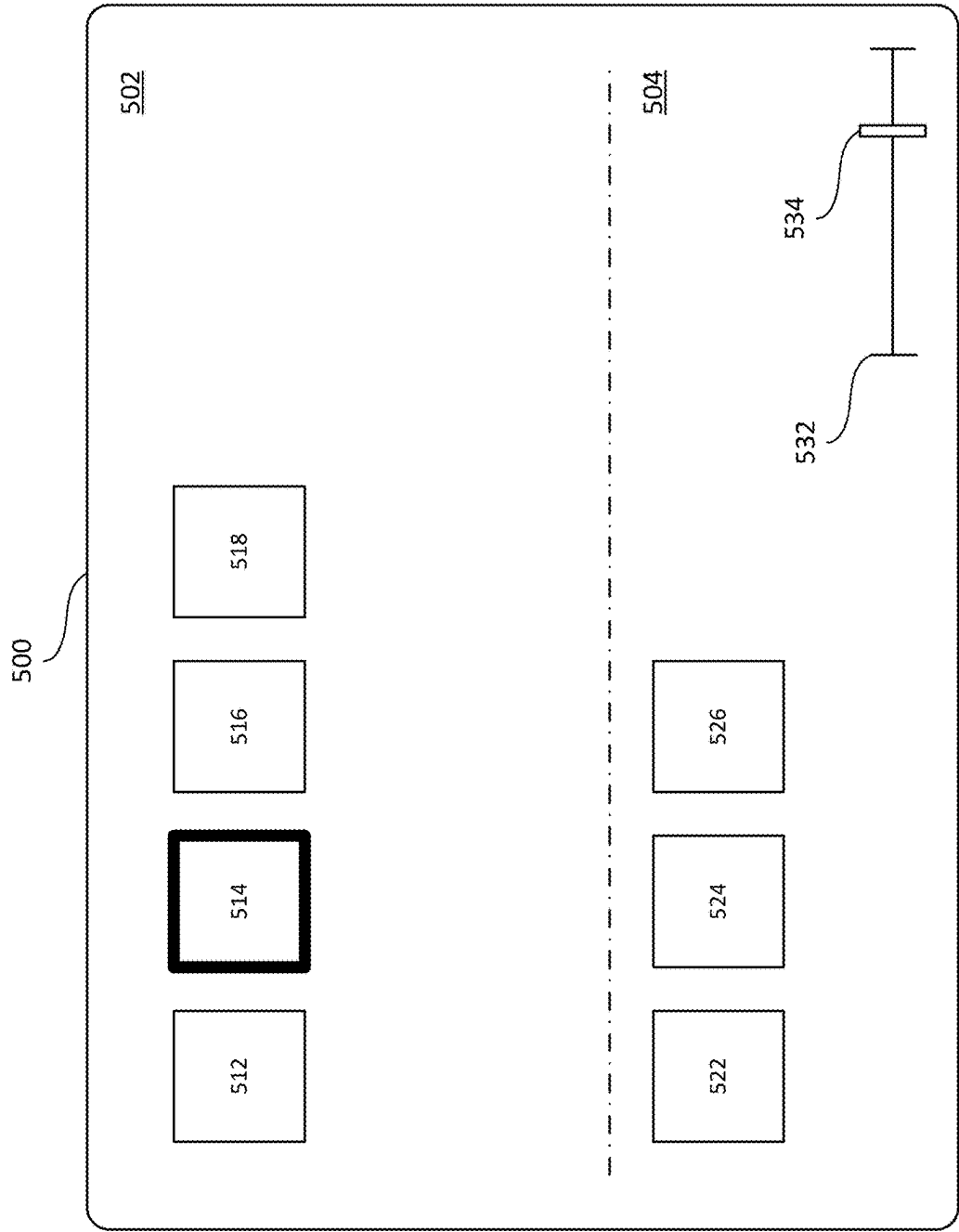


FIG. 5A

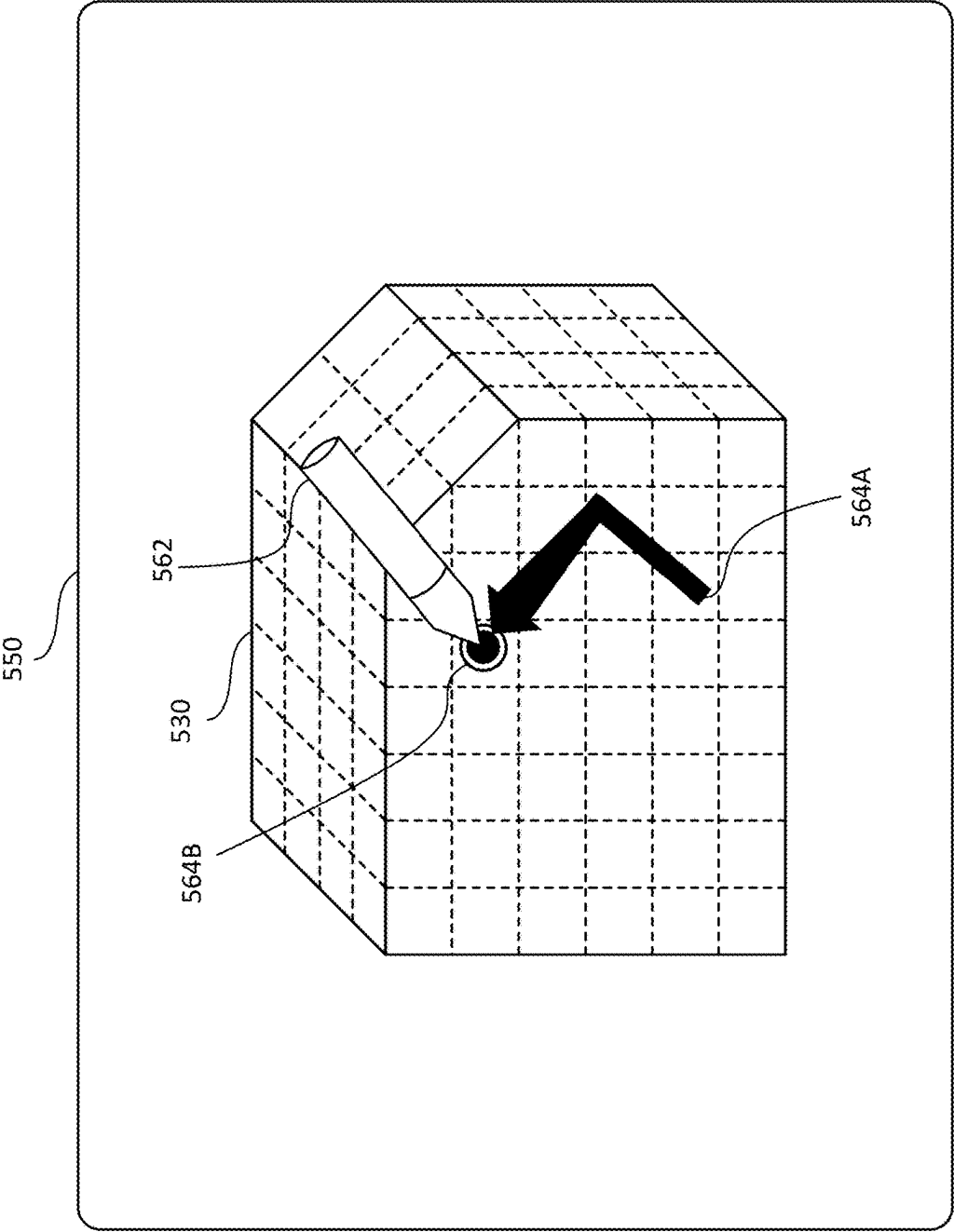


FIG. 5B

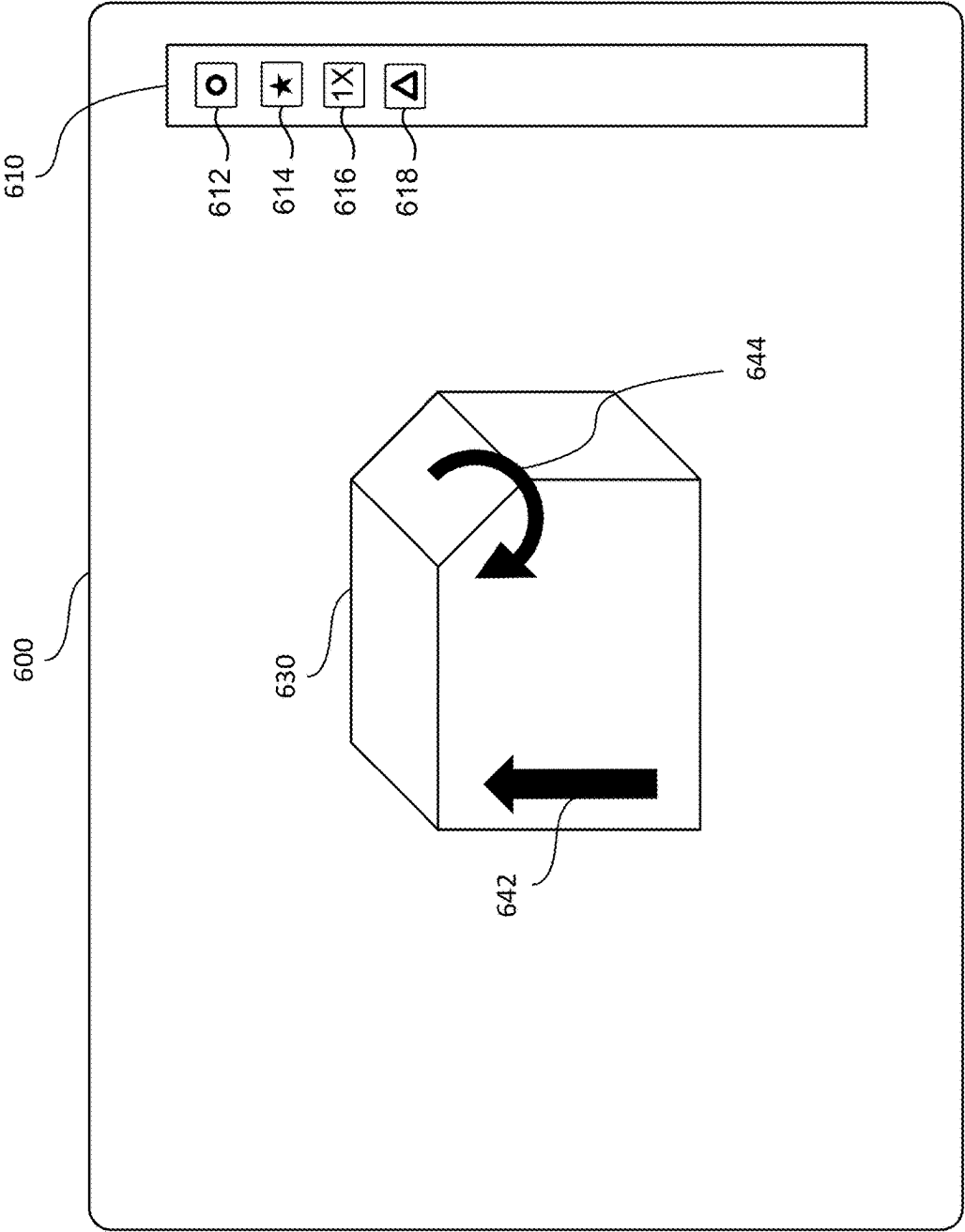


FIG. 6



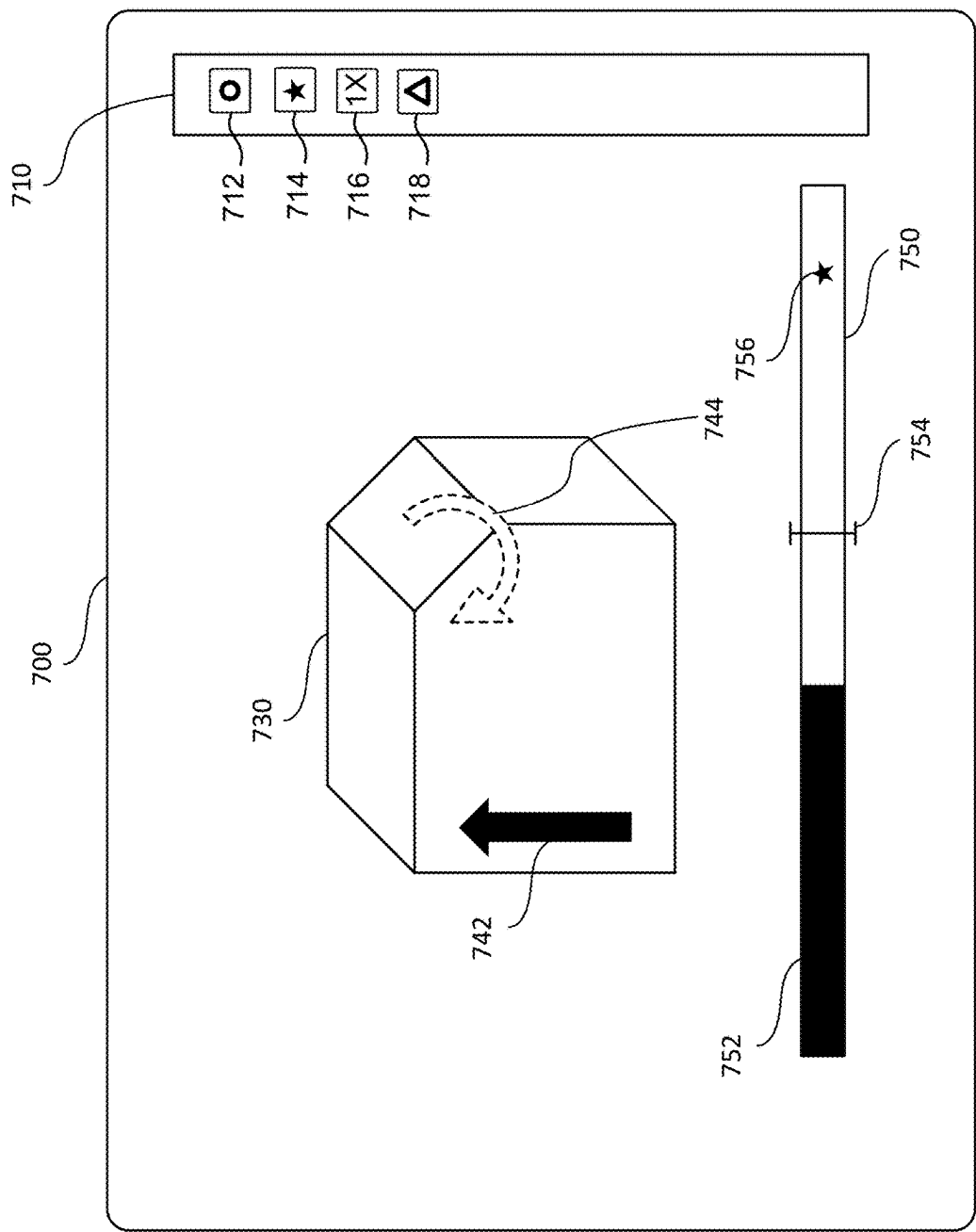


FIG. 7

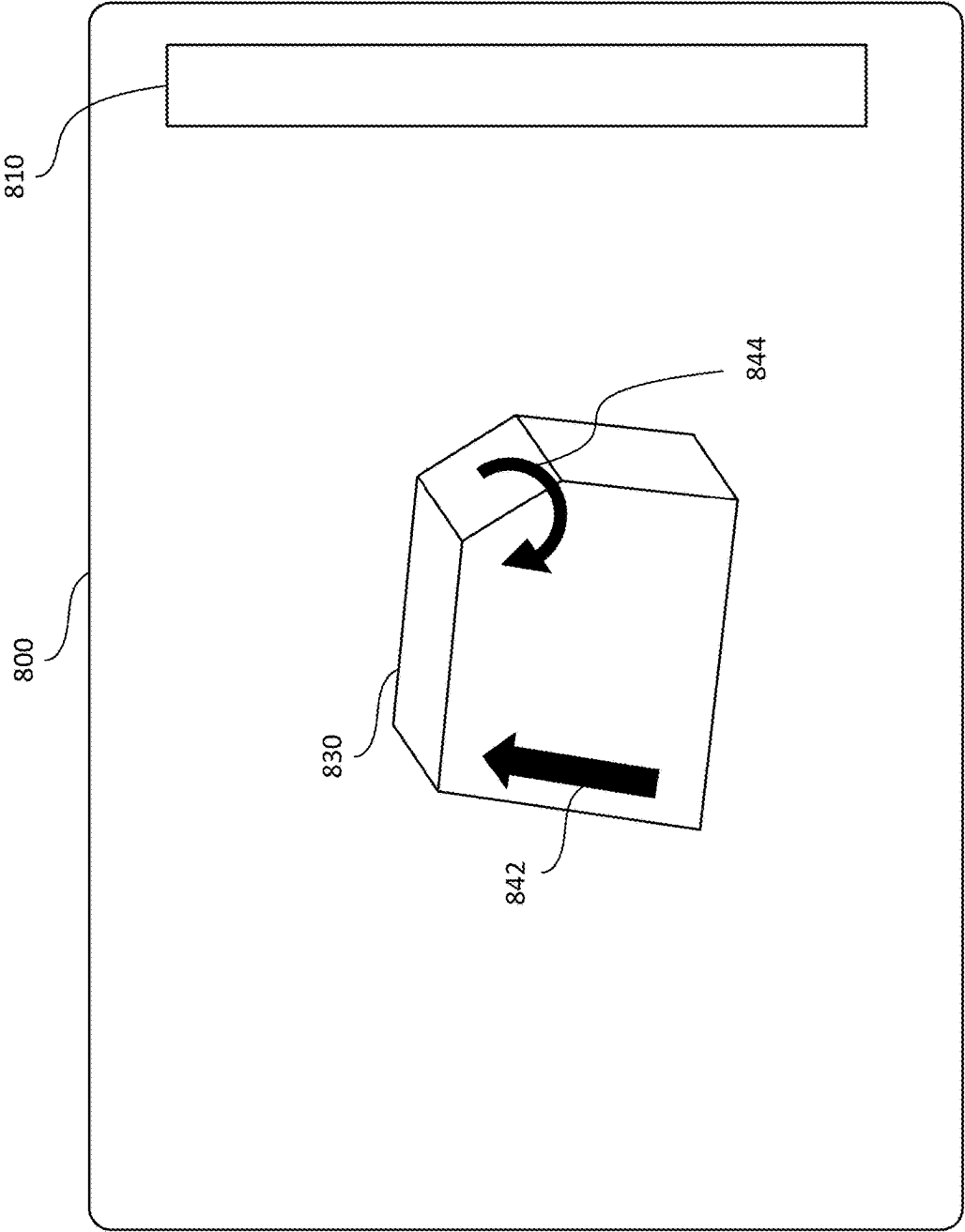


FIG. 8

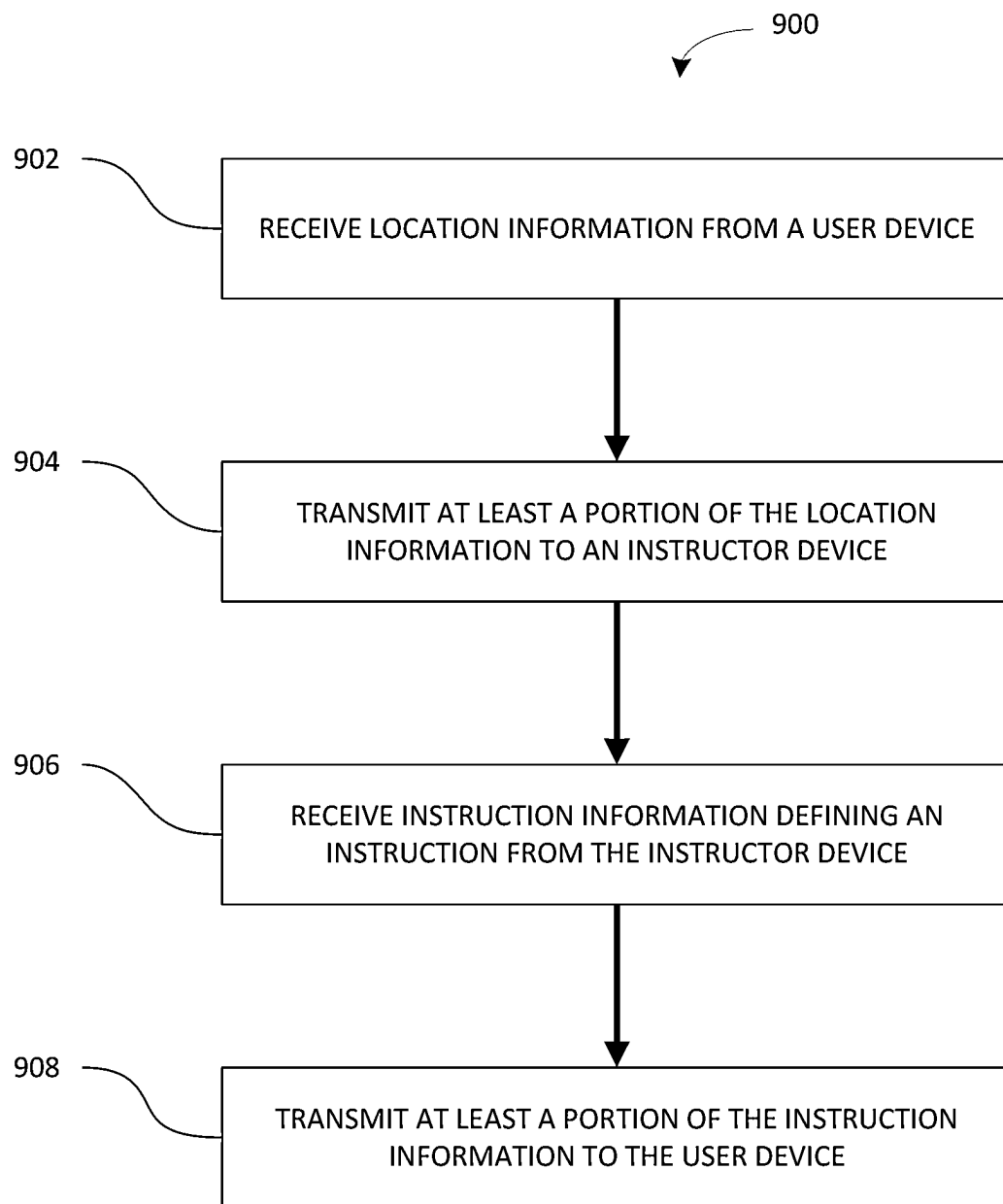


FIG. 9

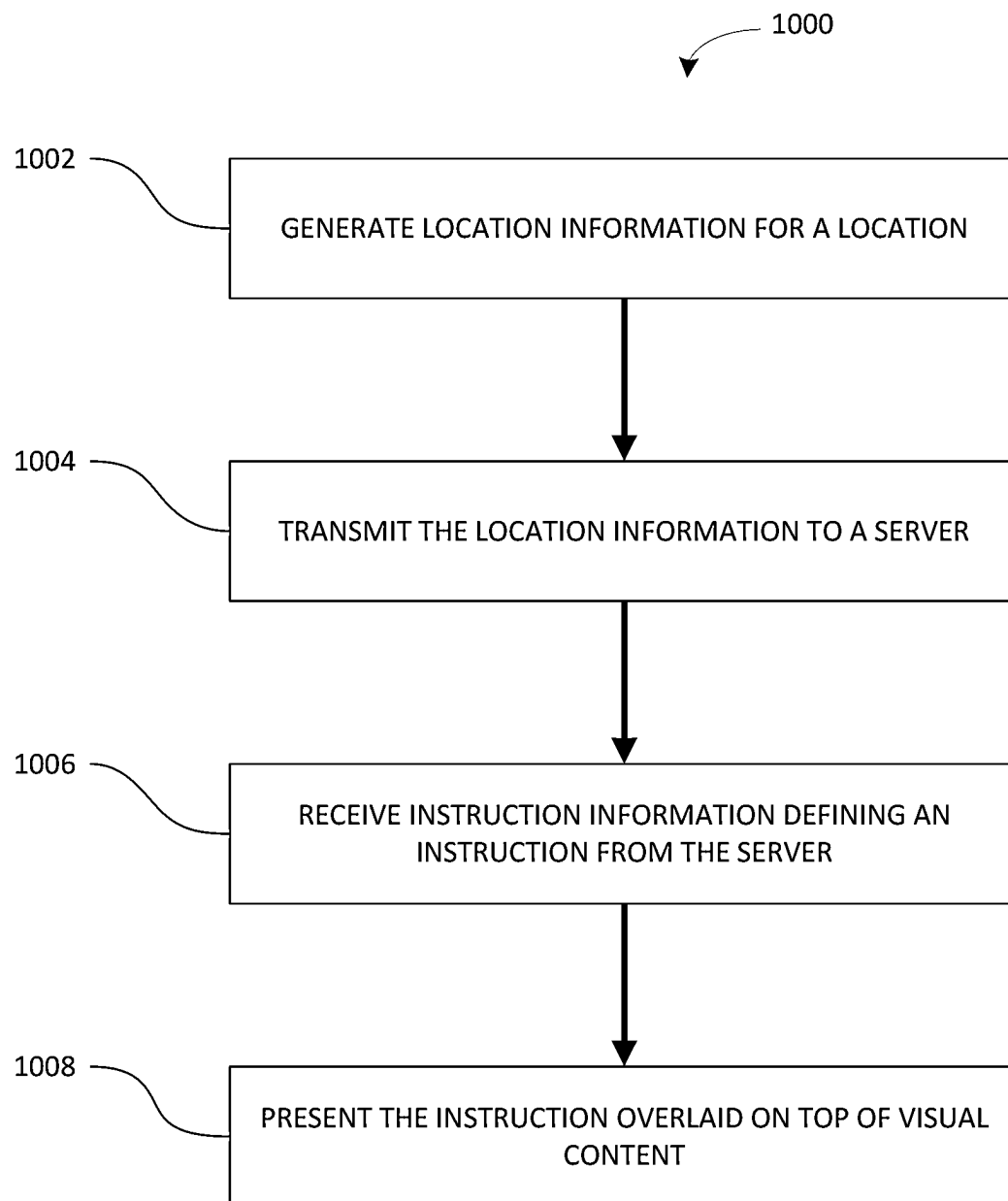


FIG. 10

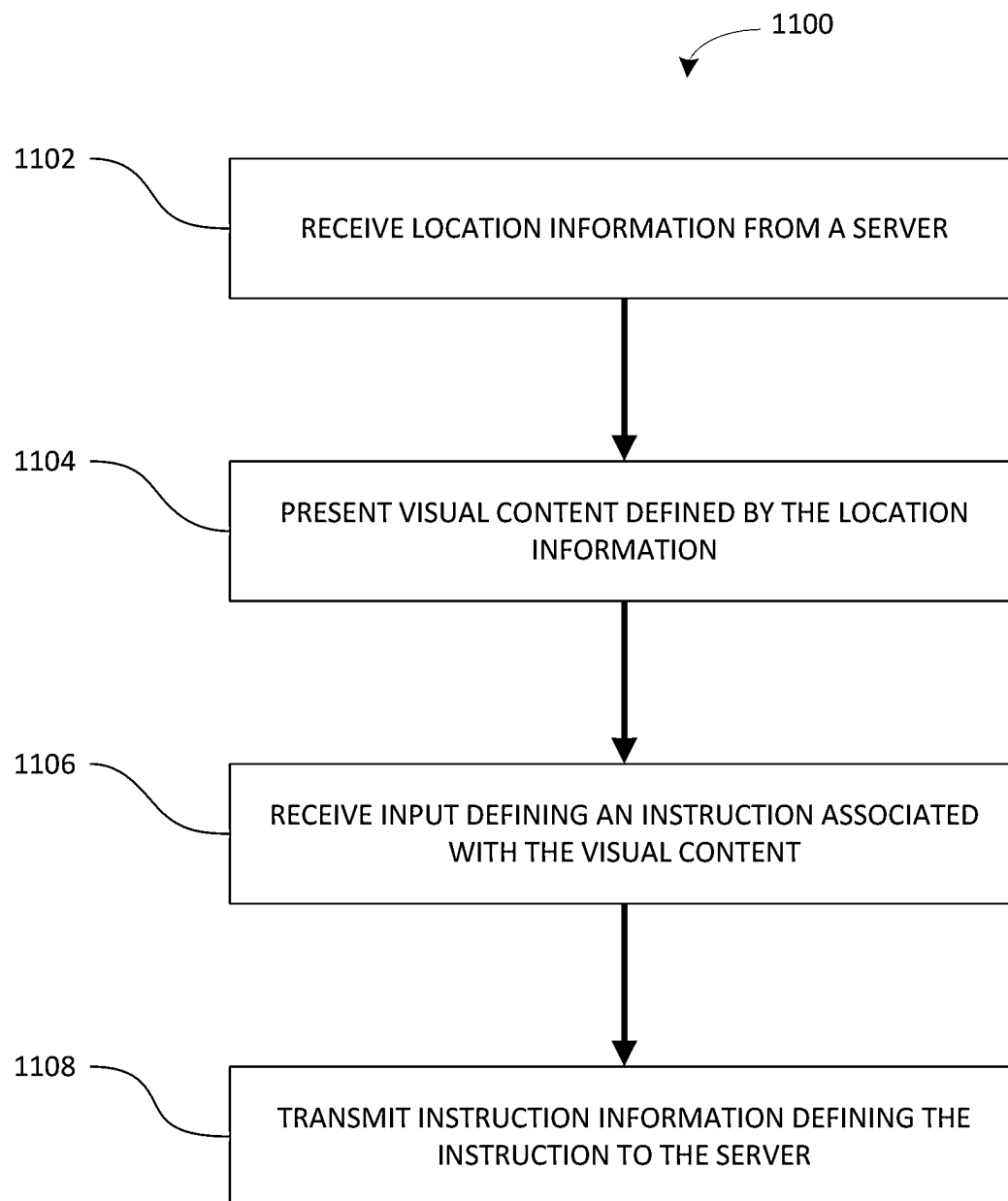
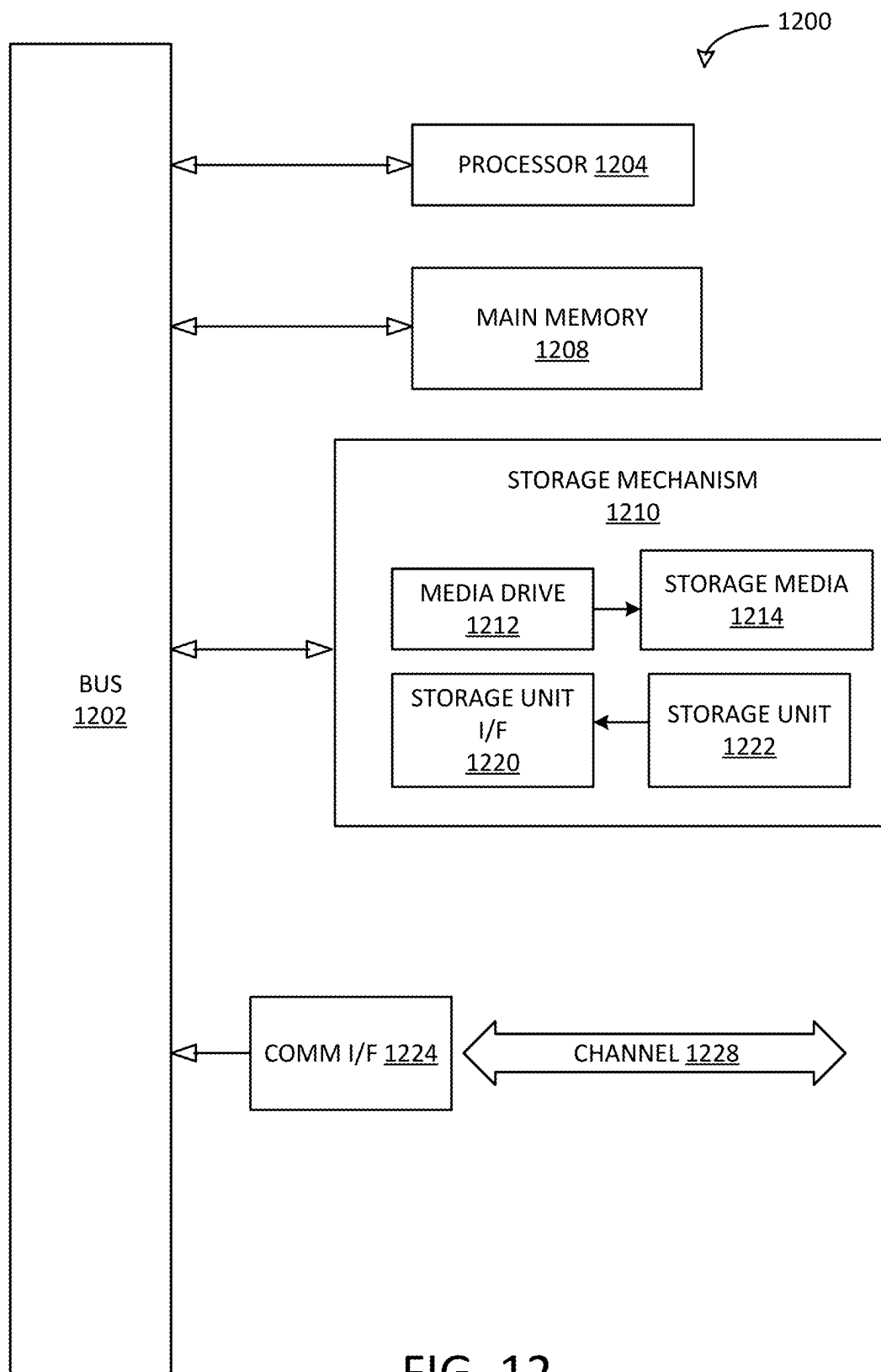


FIG. 11



## COMMUNICATION EXCHANGE SYSTEM FOR REMOTELY COMMUNICATING INSTRUCTIONS

### REFERENCE TO RELATED APPLICATION

**[0001]** The present application is a continuation of U.S. patent application Ser. No. 17/961,878, filed on Oct. 7, 2022 and titled “COMMUNICATION EXCHANGE SYSTEM FOR REMOTELY COMMUNICATING INSTRUCTIONS”, which is a continuation of U.S. patent application Ser. No. 17/117,549, filed on Dec. 10, 2020, which has been granted as U.S. Pat. No. 11,503,363, issued on Nov. 15, 2022, and titled “COMMUNICATION EXCHANGE SYSTEM FOR REMOTELY COMMUNICATING INSTRUCTIONS”, which claims priority to and is a continuation of U.S. patent application Ser. No. 16/713,492, filed on Dec. 13, 2019, which has been granted as U.S. Pat. No. 10,893,317, issued on Jan. 12, 2021 and titled “COMMUNICATION EXCHANGE SYSTEM FOR REMOTELY COMMUNICATING INSTRUCTIONS”, which claims priority to and is a continuation of U.S. patent application Ser. No. 15/993,976, filed May 31, 2018, which has been granted as U.S. Pat. No. 10,511,881, issued on Dec. 17, 2019 and titled “COMMUNICATION EXCHANGE SYSTEM FOR REMOTELY COMMUNICATING INSTRUCTIONS,” which is incorporated herein by reference in its entirety.

### TECHNICAL FIELD

**[0002]** The disclosed technology relates generally to communication exchange systems, and in particular to technology for remotely communicating instructions.

### BACKGROUND

**[0003]** In some instances, it may be necessary to communicate instructions to a remote person to enable the person to carry out some task. For instance, a medical emergency scenario at a location may require a non-medical person at the location to perform a medical procedure or to use unfamiliar medical equipment. A person trained on the medical procedure or the medical equipment may not be at the location and may need to communicate instructions relating to the medical procedure or the medical equipment to the person at the location.

### BRIEF SUMMARY OF EMBODIMENTS

**[0004]** One aspect of the present disclosure is directed to a system for remotely communicating instructions. The system may comprise a server that communicatively couples to a first user device and an instructor device. The server, the first user device, and the instructor device may individually comprise a memory and a processor. The server may be configured to: receive location information from the first user device, the location information characterizing a location of the first user device, wherein the location information defines visual content captured by the first user device; transmit at least a portion of the location information to the instructor device, the instructor device configured to present the visual content within an instructor interface based on the received location information and receive input from an instructor through the instructor interface, the input defining an instruction associated with the visual content; receive instruction information defining the instruction associated with the visual content from the instructor device; and

transmit at least a portion of the instruction information to the first user device, the first user device configured to present the instruction overlaid on top of the visual content within a first learner interface based on the received instruction information.

**[0005]** Another aspect of the present disclosure is directed to a method for remotely communicating instructions. The method may be performed by a server communicatively coupled to a first user device and an instructor device. The server, the first user device, and the instructor device may individually comprising a memory and a processor. The method may comprise: receiving location information from the first user device, the location information characterizing a location of the first user device, wherein the location information defines visual content captured by the first user device; transmitting at least a portion of the location information to the instructor device, the instructor device configured to present the visual content within an instructor interface based on the received location information and receive input from an instructor through the instructor interface, the input defining an instruction associated with the visual content; receiving instruction information defining the instruction associated with the visual content from the instructor device; and transmitting at least a portion of the instruction information to the first user device, the first user device configured to present the instruction overlaid on top of the visual content within a first learner interface based on the received instruction information.

**[0006]** Another aspect of the present disclosure is directed to a non-transitory computer readable medium comprising instructions that, when executed, may cause a server communicatively coupled to a first user device and an instructor device to perform: receiving location information from the first user device, the location information characterizing a location of the first user device, wherein the location information defines visual content captured by the first user device; transmitting at least a portion of the location information to the instructor device, the instructor device configured to present the visual content within an instructor interface based on the received location information and receive input from an instructor through the instructor interface, the input defining an instruction associated with the visual content; receiving instruction information defining the instruction associated with the visual content from the instructor device; and transmitting at least a portion of the instruction information to the first user device, the first user device configured to present the instruction overlaid on top of the visual content within a first learner interface based on the received instruction information.

**[0007]** In some embodiments, the visual content may include one or more images or one or more videos of the location.

**[0008]** In some embodiments, the first learner interface may include a record option to record one or more portions of the instruction being presented on top of the visual content. The first learner interface may include a bookmark option to bookmark one or more portions of the instruction being presented on top of the visual content.

**[0009]** In some embodiments, the instructor interface may include a segmentation option to segment the presentation of the instruction by the first user device into multiple parts. Presentation of different parts of the instruction by the first user device may be controlled through the first learner interface or the instructor interface.

**[0010]** In some embodiments, the first learner interface may include a change option to change the instruction. The server may be further configured to facilitate exchange of the change to the instruction between the first user device and the instructor device.

**[0011]** In some embodiments, the presentation of the instruction by the first user device may include a visual representation of a usage of an item with respect to a target at the location. The visual representation of the usage of the item with respect to the target at the location may be scaled based on a size of the target.

**[0012]** In some embodiments, the instructor interface may include an item option to allow the instructor to interact with a visual representation of the item to define the instruction on the usage of the item with respect to the target at the location. The visual representation of the item is presented in the instructor interface based on a determination that the item is available for use at the location. The item option may include a set of preset options defining preset usage of the item with respect to the target at the location. At least some of the set of preset options may be included within the instructor interface based on the location information further defining one or more characteristics of the target at the location.

**[0013]** In some embodiments, the item option may allow the instructor to define the usage of the item with respect to the target at the location based on a three-dimensional model of the target. The visual representation of the usage of the item with respect to the target at the location may be presented based on a three-dimensional model of the target. A three-dimensional model of the target may be generated based on a three-dimensional mapping of the target by the first user device, and the location information may further defines the three-dimensional mapping of the target.

**[0014]** In some embodiments, the server may further communicatively couple to a second user device. The server may be further configured to transmit companion instruction information to the second user device. The companion instruction information may define the instruction. The second user device may be configured to present the visual representation of the usage of the item with respect to the target at the location within a second learner interface based on the received companion instruction information.

**[0015]** In some embodiments, the presentation the visual representation of the usage of the item with respect to the target at the location by the first user device and the second user device may include different perspectives of the usage of the item with respect to the target at the location based on orientations of the first user device and the second user device with respect to the target at the location.

**[0016]** Other features and aspects of the disclosed technology will become apparent from the following detailed description, taken in conjunction with the accompanying drawings, which illustrate, by way of example, the features in accordance with embodiments of the disclosed technology. The summary is not intended to limit the scope of any inventions described herein, which are defined solely by the claims attached hereto.

#### BRIEF DESCRIPTION OF THE DRAWINGS

**[0017]** The technology disclosed herein, in accordance with one or more various embodiments, is described in detail with reference to the following figures. The drawings are provided for purposes of illustration only and merely depict

typical or example embodiments of the disclosed technology. These drawings are provided to facilitate the reader's understanding of the disclosed technology and shall not be considered limiting of the breadth, scope, or applicability thereof. It should be noted that for clarity and ease of illustration these drawings are not necessarily made to scale.

**[0018]** FIG. 1 illustrates an example environment in which one or more embodiments in accordance with the technology of the present disclosure may be implemented.

**[0019]** FIG. 2 illustrates an example user interface in accordance with one or more embodiments of the technology disclosed herein.

**[0020]** FIG. 3 illustrates an example user interface in accordance with one or more embodiments of the technology disclosed herein.

**[0021]** FIG. 4 illustrates an example user interface in accordance with one or more embodiments of the technology disclosed herein.

**[0022]** FIG. 5A illustrates an example user interface in accordance with one or more embodiments of the technology disclosed herein.

**[0023]** FIG. 5B illustrates an example user interface in accordance with one or more embodiments of the technology disclosed herein.

**[0024]** FIG. 6 illustrates an example user interface in accordance with one or more embodiments of the technology disclosed herein.

**[0025]** FIG. 7 illustrates an example user interface in accordance with one or more embodiments of the technology disclosed herein.

**[0026]** FIG. 8 illustrates an example user interface in accordance with one or more embodiments of the technology disclosed herein.

**[0027]** FIG. 9 illustrates an example method in accordance with one or more embodiments of the technology disclosed herein.

**[0028]** FIG. 10 illustrates an example method in accordance with one or more embodiments of the technology disclosed herein.

**[0029]** FIG. 11 illustrates an example method in accordance with one or more embodiments of the technology disclosed herein.

**[0030]** FIG. 12 illustrates an example computing circuit that may be used in implementing various features of embodiments of the technology disclosed herein.

**[0031]** The figures are not intended to be exhaustive or to limit the invention to the precise form disclosed. It should be understood that the invention can be practiced with modification and alteration, and that the disclosed technology be limited only by the claims and the equivalents thereof.

#### DETAILED DESCRIPTION OF THE EMBODIMENTS

**[0032]** FIG. 1 shows an example environment 100 in which one or more embodiments of the technology disclosed herein may be implemented. The environment 100 may include multiple computing devices (e.g., a server 120, a user device 130A, a user device 130B, an instructor device 140), one or more users (e.g., a user 132A, a user 132B), one or more instructors (e.g., an instructor 142), one or more targets (e.g., a target 160), one or more items (e.g., items 170), and/or other components. The server 120 may communicatively couple to one or more other computing devices, such as the user device 130A, the user device 130B,



and/or the instructor device **140**, through one or more networks **150**. The server **120** may receive location information from at least one of the user devices **130A**, **130B**. For example, the server may receive location information from the user device **130A**. The location information may characterize a location **110** of the user device **130A**. The location **110** may also include one or more of the user device **130B**, the user **132A**, the user **132B**, the target **160**, and/or the items **170**. The location information may define visual content (e.g., image(s), video(s)) captured by the user device **130A**. The server **120** may, responsive to receiving the location information from the user device **130A**, transmit at least a portion of the location information to the instructor device **140**. The instructor device **140** may present the visual content within an instructor interface (e.g., presented on a display of the instructor device **140**) based on the received location information. The instructor device **140** may receive input from the instructor **142** through the instructor interface. The input from the instructor **142** may define one or more instructions associated with the visual content. The server may **120** receive instruction information from the instructor device **140**. The instruction information may define the instruction(s) associated with the visual content. The server **120** may, responsive to receiving the instruction information from the instructor device **140**, transmit at least a portion of the instruction information to the user device **130A**. The user device **130A** may present the instruction(s) overlaid on top of the visual content within a user interface (e.g., presented on a display of the user device **130A**) based on the received instruction information.

**[0033]** Having thus described an example environment in which the disclosed technology can be implemented, various features and embodiments of the disclosed technology are now described in further detail. After reading the description herein, it will become apparent to one of ordinary skill in the art that the disclosed technology can be implemented in any of a number of different environments.

**[0034]** A computing device within the environment **100** may refer to a machine for performing one or more calculations, such as a computer, a data processor, an information processing system, and/or other computing device. A computing device may include a mobile device, such as a laptop, a tablet, a smartphone, a smartwatch, smart glasses, a smart wear, a PDA, and/or other mobile device. A computing device may include a non-mobile device, such as a desktop computer and/or other non-mobile device. A computing device may include one or more processors, memory, and/or other components. The processor(s) may include one or more physical processors and/or one or more virtual processors. The processor(s) may be configured by software, firmware, and/or hardware to perform one or more functions described herein. Memory may include permanent memory and/or non-permanent memory. Memory may store one or more instructions, which may be executed by the processor(s). The execution of the instruction(s) by the processor(s) may cause the computing device to perform one or more functionalities described herein. A computing device may include and/or be coupled with other components, such as interface components, to perform its functions.

**[0035]** The server **120**, the user devices **130A**, **130B**, the instructor device **140** may communicate through the network(s) **150**. The type of communication facilitated by through the network(s) **150** may vary, for example, based on the communication protocol available to the server **120**, the

user devices **130A**, **130B**, and/or the instructor device **140**. Some non-limiting examples of communication protocols over which the computing devices may communicate through the network(s) **150** may include: cellular telecommunications protocols, such as GSM, UMTS, CDMA2000, LTE, or WiMAX; wired communication methods, such as cable, DSL, dial-up, or fiber-optic; and/or wireless communication methods, such as satellite communications, Wi-Fi, Bluetooth, or near-field communication (NFC). Usage of other communication protocols are contemplated.

**[0036]** The environment **100** may also include one or more datastores and/or one or more databases that are accessible to one or more computing devices. The database(s) and/or datastore(s) may be stored within one or more memories of the computing devices, stored in one or more memories of devices coupled to a computing device, and/or may be accessible via one or more networks, such as the network(s) **150**.

**[0037]** While various computing devices (e.g., the server **120**, the user device **130A**, the user device **130B**, the instructor device **140**) are shown in FIG. **1** as single entities, this is merely for ease of reference and is not meant to be limiting. One or more components/functionalities of a computing device described herein may be implemented, in whole or in part, within a single computing device or within multiple computing devices. For example, the server **120** may refer to a single server, multiple servers that are physically co-located, and/or multiple servers that are located in different physical locations.

**[0038]** The distribution of computing devices/functionalities shown in FIG. **1** is merely an example and is not meant to be limiting. For example, components/functionalities of multiple computing devices may be implemented within a single computing device. For instance, rather than the instructor device **140** being separate and apart from the server **120**, the instructor device **140** may be part of the server **120** and/or located with/near the server **120**. Other distribution of computing devices/functionalities are contemplated.

**[0039]** While the disclosure is described herein with respect to providing instructions relating to medical procedures and operation of machines, this is merely for illustrative purposes and is not meant to be limiting. The approach disclosed herein may be used to provide other types of instructions to users.

**[0040]** The environment **100** may include the location **110**. The location **110** may refer to a particular place or position. The location **110** may include the users **132A**, **132B**, the user devices **130A**, **130B**, the target **160**, and/or the items **170**. The location **110** may not include the server **120**, the instructor **142**, and/or the instructor device **140**.

**[0041]** The users **132A**, **132B** may refer to persons at the location **110**. One or more of the users **132A**, **132B** may require instructions from a person not at the location **110**, such as the instructor **142**. The user(s) **132A**, **132B** may require instructions relating to the target **160**.

**[0042]** The user devices **130A**, **130B** may refer to computing devices associated with (e.g., used by, owned by, registered to) the users **132A**, **132B**. The user devices **130A**, **130B** may include mobile devices and/or non-mobile devices. The user devices **130A**, **130B** may include one or more displays (e.g., touchscreen-display, non-touchscreen

display), one or more speakers, one or more microphones, and/or one or more interface devices (e.g., physical/virtual keyboard and/or mouse).

**[0043]** One or more of the user devices **130A**, **130B** may generate location information for the location **110**. Location information may refer to information that describes a location. That is, the location information may characterize the location **110**. The location information may characterize physical and/or non-physical aspects of the location **110**. For example, the location information may define geographical aspects of the location **110**, such as the longitude, latitude, and/or elevation of the location **110**, the address of the location **110**, and/or the surrounding of the location.

**[0044]** The location information may define one or more visual content (e.g., images, videos) captured by one of the user devices **130A**, **130B**. For example, the user device **130A** may include one or more cameras, including lens(es) and image sensor(s), and the user **132A** may use the user device **130A** to capture image(s) and/or video(s) of the location **110** as part of the location information. The image(s) and/or the video(s) of the location **110** may include visual representations of objects within the location **110**, such as the target **160** and/or the items **170**. The image(s) and/or the video(s) of the location **110** may be analyzed to determine additional information about the location **110**. For instance, visual analysis of the image(s) and/or the video(s) may be performed to identify the items **170** present at the location, to determine characteristics of the items **170**, to identify the target **160**, and/or to determine characteristics of the target **170**. The image(s) and/or the video(s) may be analyzed to determine a three-dimensional mapping and/or a three-dimensional model of an object at the location **110**. For example, the user device **130A** may include multiple cameras and may be used to capture visual representations of the target **160** from multiple perspectives. The visual representations of the target **160** from multiple perspectives may be used, along with intrinsic and/or extrinsic camera parameters, to determine a three-dimensional mapping of the target **160**. The three dimensional mapping of the target **160** may include a depth map that contain information relating to the distance of the surfaces of the target from a viewpoint (e.g., the user device **130A**). The three-dimensional mapping of the target **160** may be used to generate a three-dimensional model of the target **160**. Other analysis of the image(s) and/or the video(s) captured by the user device **130A** are contemplated. Analysis of the image(s) and/or video(s) may be performed by the user device **130A**, the server **120**, the instructor device **140**, and/or other computing devices.

**[0045]** The location information may define one or more objects at the location **110**. Objects at the location **110** may refer to living and/or non-living things that are at the location **110**. For example, the location information may identify the target **160** and/or the items **170**. The location information may describe one or more characteristics of the target **160** and/or the items **170**. The location information may define an object at the location **110** based on user input and/or other information. For example, the user device **130A** may generate location information that identifies and/or describes the characteristics of the target **160** based on the user **132A** entering information relating to the target **160** into the device **130A**. As another example, the user device **130A** may generate location information that identifies and/or describes the characteristics of one or more of the items **170** based on visual analysis of the image(s)/video(s) captured

by the user device **130A**. Visual analysis of the image(s)/video(s) may include visual analysis that detects features and/or shapes of the objects and matches the detected features/shapes with particular objects, visual analysis that identifies tags, such as QR codes, associated with particular objects, and/or other visual analysis. Such location information may be used to determine that particular objects are at the location **110**. For instance, such location information may be used to determine that particular items (e.g., the items **170**) are available for use at the location **110**. As further example, the location information may define one or more characteristics of the user **132A** and/or the user **132B**. For instance, the location information may identify the user **132A** and/or other information relating to the user **132A** that may be relevant to efforts to the directed to the target **160**. For example, the education and/or vocation training of the user **132A** may be relevant for the instructor **142** in determining the depth of instruction to be provided to the user **132A**, and such information may be generated by the user device **130A**.

**[0046]** One or more of the user devices **130A**, **130B** may transmit the location information to the server **120** (e.g., via the network(s) **150**). For example, the user device **130A** may capture image(s) and/or video(s) of the location **110** and may convey information defining the image(s) and/or the video(s) to the server **120**. The user device **130A** may generate location information that describes the location and/or object(s) within the location and may provide the location information to the server **120**. The location information may be transmitted by the user devices **130A**, **130B** to the server **120** automatically and/or based on user input. For instance, the user **132A** may start an application on the user device **130A** to receive instruction from the instructor **142**. The application may enable the user **132A** to use the user device **130A** to generate location information for the location **110**, such as by capturing image(s)/video(s) and/or by manually entering information into the user device **130A**. The application may send the location information to the server **120** as the location information is generated by the user device **130A** and/or based on the user **132A** indicating to the application to send the location information to the server **120**.

**[0047]** The target **160** may refer to one or more living and/or non-living things for which efforts are directed. The target **160** may refer to a thing for which one or both of the users **132A**, **132B** may require instructions. For example, the target **160** may refer to a person who requires a medical procedure and for whom the user **132A** requires medical instructions from the instructor **142**. As another example, the target may refer to a machine that needs to be operated and for which the user **132A** require operating instructions from the instructor **142**. Other types of targets are contemplated.

**[0048]** The server **120** may refer to a computing device that facilitates exchange of information between one or more of the user devices **130A**, **130B** and the instructor device **140**. The server **120** may include a mobile device and/or a non-mobile device. For instance, the server **120** may receive information from the user device **130A** and, responsive to the reception of the information, relay the received information to the instructor device **140**, and vice versa. For example, the server **120** may receive location information from the user device **130A**, and relay the location information to the instructor device **140**. The relay of information performed by the server **120** may include reception of information from the user device **130A** and transmission of

a copy of the received information to the instructor device **140**. That is, the server **120** may relay an exact copy of the information received from the user device **130A** to the instructor device **140**. For example, the server **120** may receive an image or a video of the location **110** from the user device **130A** and may transmit the image or the video to the instructor device **140**.

**[0049]** The relay of information performed by the server **120** may include reception of information from the user device **130A** and transmission of a modified version of the received information to the instructor device **140**. For example, the server **120** may transmit one or more portions of the received information to the instructor device **140** or may alter one or more portions of the received information before transmission to the instructor device **140**. For instance, the server **120** may receive an image or a video of the location **110** from the user device **130A** and may transmit a lower fidelity version of the image or the video (e.g., having lower resolution, having lower color depth, having lower framerate) to the instructor device **140**. Such modification of the location information may provide for resource savings, such as lower bandwidth, lower processing cost, lower memory usage, and/or other reduction of computing resources in facilitating exchange of information between the user device **130A** and the instructor device **140**.

**[0050]** As further example, the server **120** may determine other information based on the received information and transmit the other information to the instructor device **140**. For instance, based on the location information identifying the coordinate position and/or the address of the location **110**, the server **120** may access one or more databases that include information on different items available for use at different locations. The server **120** may access such database (s) to determine a list of items available for use by the user **132A** at the location **110**, such as a list including the items **170**. The server **120** may provide such list of items and/or information relating to items available for use at the location **110** to the instructor device **140**. Or, based on the location information including images/videos of the items **170** or the target **160**, the server **120** may use visual analysis to identify the items **170** or the target **160** and/or to determine characteristics of the items **170** or the target **160**. Based on the location information including images with visual representations of the target **160** from multiple perspectives, the server **120** may determine a three-dimensional mapping of the target **160** and/or generate a three-dimensional model of the target **160**. The server **120** may provide the three-dimensional mapping/model of the target **160** to the instructor device **140**. Provision of the three-dimensional mapping/model of the target **160** to the instructor device **140** may enable the instructor **142** to provide three-dimensional instruction for the target **160** and/or instruction for the target **160** that takes into account the shape and/or size of the target **160**.

**[0051]** The instructor device **140** may refer to a computing device associated with (e.g., used by, owned by, registered to) the instructor **142**. The instructor device **140** may include a mobile device and/or a non-mobile device. The instructor device **140** may include one or more displays (e.g., touch-screen-display, non-touchscreen display), one or more speakers, one or more microphones, and/or one or more interface devices (e.g., physical/virtual keyboard and/or mouse). The instructor **140** may refer to a person remote from the location **110**. The instructor **140** may provide

instructions to a person at the location **110**, such as the user **132A** or the user **132B**. The instructor **142** may provide instructions relating to the target **160**.

**[0052]** The instructor device **140** may receive at least a portion of the location information from the server **120**. The location information received by the instructor device **140** from the server **120** may include a copy of the location information received by the server **120** (e.g., from the user device **130A**), a modified version of the location information received by the server **120**, and/or other information determined by the server **120** based on the location information received by the server **120**. The instructor device **140** may, responsive to receiving information from the server **120**, provide a visual and/or verbal representation of the information to the instructor **142**. For example, the instructor device **140** may receive as/as part of location information visual content (e.g., image, video) of the location **110** from the server **120**, and the instructor device **140** may present the visual content on a display of the instructor device **140**. The visual content may be presented within one or more user interfaces based on the location information received from the server **120**. A user interface provided by the instructor device **140** may be referred to as an instructor interface. A user interface provided by the user devices **130A**, **130B** may be referred to as a learner interface. The instructor device **140** may receive input from the instructor **142** through the instructor interface.

**[0053]** For example, based on the location information received from the server **120**, the instructor device **140** may present an image or a video of the location **110** within an instructor interface. The image/video of the location **110** may include a visual representation of the target **160**. Based on the presentation of the target on a display of the instructor device **140**, the instructor **142** may provide input to the instructor device **140**. For example, the instructor **142** may use one or more of a touchscreen display, a microphone, a physical/virtual keyboard and/or a mouse to provide input to the instructor device **140** through the instructor interface.

**[0054]** The input from the instructor **142** may define one or more instructions associated with the visual content. For example, the input from the instructor **142** may define a particular instruction to be provided to the user **132A** via the user device **130A** in conjunction with the image/video with which the instruction is associated. An instruction from the instructor **142** may include a direction and/or an order for the user **132A**. An instruction from the instructor **142** may include information that details how the user **132A** is to act with respect to the target **160**. An act of the user **132A** with respect to the target **160** may include the user **132A** acting alone, the user **132A** acting with other person(s) (e.g., the user **132B**), and/or the user **132A** using or not using one or more items (e.g., the items **170**). The instruction from the instructor **142** may be overlaid on top of an image or a video (associated with the instruction) captured by the user device **130A**. For example, the instruction from the instructor **142** may be overlaid on top of an image/video captured by the user device **130A** in the form of stationary and/or moving image/graphic, text, message box, lines, and/or other visual form.

**[0055]** For example, the target **160** may include a person needing medical attention and an instruction from the instructor **142** may include information on how the user **132A** is to perform a medical procedure on the target **160** and/or how the user **132A** is to use one or more of the items

170 on the target 160. As another example, the target 160 may include a machine that requires to be operated and an instruction from the instructor 142 may include information on how the user is to operate the target 160 and/or how the user 132A is to use one or more of the items 170 on the target 160. The instruction from the instructor 142 may be associated with image(s) or video(s) captured by the user device 130A such that the instruction is overlaid on presentation of the image(s) or the video(s) by the user device 130A.

[0056] In some embodiments, the instructor interface may include one or more item options to allow the instructor 142 to interact with a visual representation of an item to define an instruction on the usage of the item with respect to the target 160 at the location 110. For example, the item option may include one or more options by which the instructor 142 may select an item to be used and/or one or more options by which the instructor 142 may specify how the item is to be used with respect to the target 160. For instance, the instructor interface may present visual representations of various items (e.g., names, model number, icons, images, etc.), such as within an item drawer, in the instructor interface for selection by the instructor 142.

[0057] In some embodiments, a visual representation of an item may be presented in the instructor interface based on a determination that the item is available for use at the location 110. For example, an item may be determined to be available for use at the location 110 based on visual analysis of an image/video captured by the user device 130A indicating the presence of the item at the location 110, such as among the items 170, based on the user 132A indicating that the item is available, and/or based on the item being associated with the coordinate position and/or the address of the location 110. Based on the determination that the item is available for use at the location 110, the instructor device 140 may present the visual representation of item within the instructor interface for selection by the instructor 142.

[0058] The instructor 142 may interact with the visual representation of the item to define the instruction for the user 132A. For example, the item may include a tool and the visual representation of the item may include an image of the tool. The instructor 142 may move the image of the tool within the instructor interface and with respect to the visual representation of the target 160 within the instructor interface to define how the item is to be used on the target 160 by the user 132A. In some embodiments, a visual representation of the usage of the item with respect to the target 160 at the location 110 may be scaled based on a size of the target 160. That is, as the instructor moves the visual representation of the target 160 within the instructor interface, the visual representation of the target may increase or decrease in size to provide an idea of scale of the item with respect to the target 160. For instance, the size of the visual representation of the item on the instructor interface may change based on whether the target 160 is a baby or an adult. The instructor interface may include options for the instructor 142 to manually change the scaling of the visual representation of the item with respect to the target 160.

[0059] In some embodiments, the item option(s) provided by the instructor interface may include one or more present options for selection by the instructor 142. A preset option may define a preset usage of an item with respect to the target 160 at the location 110. For example, a particular tool available at the location 110 may include a set of preset uses. The instructor interface may provide the preset uses of this

tool so that the instructor 142 may be able to choose a preset usage for provision to the user 132A, rather than manually defining the usage of the tool. The item option(s) may also enable the instructor 142 to change a preset usage of the tool. In such a case, the preset usage of the tool may be used as a starting point from which the instructor 142 may determine the instruction to be provided to the user 132A.

[0060] In some embodiments, one or more of the preset options may be included within the instructor interface based on the location information further defining one or more characteristics of the target 160 at the location 110. For example, a particular tool available at the location 110 may include a set of preset uses. Certain preset uses may only be appropriate for particular types of targets. For instance, the particular tool may be a medical instrument and different preset options may be defined for the tool based on the age of the target. In some embodiments, the preset options may be automatically modified based on the characteristics of the target (e.g., as provided in the location information). For example, the location information may provide the severity of condition of the target 160 that must be addressed by the user 132A, and the preset options presented on the instructor interface may be changed based on the severity of the condition of the target 160.

[0061] In some embodiments, the item option(s) provided by the instructor interface may allow the instructor 142 to define a usage of an item with respect to the target 160 at the location 110 based on a three-dimensional model of the target 160. A three-dimensional model of the target 160 may include a mathematical representation of the shape and/or dimensions of the target 160. For instance, a three-dimensional model of the target 160 may provide for the size, shape, curvature, and/or other physical characteristics of the surface(s) of the target 160. A three-dimensional model of the target 160 may provide for how one part of the target 160 may move with respect to the location 110 and/or with other part(s) of the target 160. Defining a usage of an item with respect to the target 160 based on a three-dimensional model of the target 160 may provide for instructions that takes into account the shape and/or dimensions of the target 160.

[0062] In some embodiments, the instructor interface may include a segmentation option for presentation of the instruction to the user 132A by the user device 130A. The segmentation option may include one or more options to segment the presentation of the instruction by the user device 130A into multiple parts. For example, the instruction provided by the instructor 142 may span a certain amount of time (e.g., two minutes), and the segmentation option may include features that allow the instructor 142 to segment the length of the instruction into multiple parts (e.g., a beginning part that spans the first thirty seconds, a middle part for the following minute, a ending part that includes the last thirty seconds of the instruction). Such segmentation of instructions may enable the instructor 142 to separate a complex instruction into multiple parts for the user 132A. Presentation of different parts of the instruction by the user device 130A may be controlled through the user interface (the learner interface) of the user device 130A and/or the instructor interface. For example, the user 132A may interact with the learner interface of the user device 130A to determine when the user wishes to proceed from seeing a beginning part of the instruction to the next part of the instruction. As another example, presentation of different parts of the instructions may be controlled by the instructor 142 through

the instructor interface of the instructor device **140**. Retaining control over the presentation of different parts of the instruction may enable the instructor **142** to make sure that the user **132A** is following each part of the instruction and not getting ahead/skipping steps.

**[0063]** The instructor device **140** may transmit instruction information to the server **120** (e.g., via the network(s) **150**). The instruction information may define the instruction associated with the visual content. The instruction information may be transmitted to the server **120** for the server **120** to relay the instruction information to the user device **130A**. The instruction information may be transmitted by the instructor device **140** to the server **120** automatically and/or based on instructor input. For instance, as the instructor **142** is providing input defining instruction to the instructor device **140**, the instructor device **140** may transmit the instruction information to the server **120**. As another example, the instructor device **140** may transmit the instruction information to the server **120** once the instructor **142** indicates (via the instructor interface) that the instruction should be sent.

**[0064]** The server **120** may receive the instruction information from the instructor device **140**. Responsive to reception of the instruction information, the server may relay the received instruction information to one or both of the user devices **130A**, **130B**. The relay of the instruction information performed by the server **120** may include transmission of an exact copy of the instruction information received from the instructor device **140** to the user device(s) **130A**, **130B**, transmission of a modified version of the instruction information received from the instructor device **140** to the user device(s) **130A**, **130B**, and/or transmission of other information (e.g., information determined based on the received instruction information) to the user device(s) **130A**, **130B**.

**[0065]** One or both of the user devices **130A**, **130B** may receive at least a portion of the instruction information from the server **120**. The received instruction information may be used to visually and/or verbally provide the instruction from the instructor **142** to the user(s) **132A**, **132B**. For example, the user device **130A** may, based on the received instruction information, overlay the instruction on top of visual content (e.g., image(s), video(s)) captured by the user device **130A**. The instruction may be presented on top of the visual content within the learner interface of the user device **130A**. Overlaying of the instruction on top of the visual content may include placement of the instruction on a layer that is on top of the layer of the visual content and/or may include insertion of the instruction into the visual content. For instance, the instruction and the visual content may be separate visual elements which are presented together. The instruction and the visual content may form a single visual element (e.g., a single encoded stream of image(s)/video(s)) what is presented. Overlaying of the instruction on top of the visual content may provide an augmented reality view of the scene captured within the visual content. For example, a view of the target **160** may be augmented with instructions from the instructor **142**. In some embodiments, the presentation of the instruction by the user device **130A** may include a visual representation of a usage of an item (e.g., one of the items **170**) with respect to the target **160** at the location **110**. The visual representation of the usage of the item with respect to the target **160** may be scaled based on a size of the target. The visual representation of the usage of the item

with respect to the target **160** may be presented based on a three-dimensional model of the target **160**.

**[0066]** In some embodiments, the learner interface of the user device **130A** may include one or more record options to record one or more portions of the instruction being presented on top of the visual content. For example, as the instruction from the instructor **142** is being presented on top of the visual content captured by the user device **130A**, a record option may be presented on the learner interface of the user device **130A**. The user **132A** may interact with the record option to indicate to the user device **130A** that the user **132A** wishes to record one or more portions of the instruction presentation. Such recordation of the instruction may enable the user **132A** to preserve one or more portions or the entirety of the instruction for replay. That is, after the instruction from the instructor **142** has been presented on the display of the user device **130A**, the user **132A** may replay the portion(s) the user **132A** “recorded” on the user device **130A**. In some embodiments, the user device **130A** may automatically record the entire presentation of the instruction or one or more particular portions of the instruction presentation. For example, when the instruction is received and/or presented on the user device **130A**, the user device may automatically start to record the presentation.

**[0067]** In some embodiments, the learner interface of the user device **130A** may include one or more bookmark options to bookmark one or more portions of the instruction being presented on top of the visual content. For example, as the instruction from the instructor **142** is being presented on top of the visual content captured by the user device **130A**, a bookmark option may be presented on the learner interface of the user device **130A**. The user **132A** may interact with the bookmark option to indicate to the user device **130A** that the user **132A** wishes to mark one or more portions of the instruction presentation. Such marking of the instruction may enable the user **132A** to preserve the location of particular moments within the instruction presentation. That is, during replay of the instruction on the user device **130A**, the user **132A** may jump to a particular moment within the instruction presentation by using the bookmark marked at the moment. In some embodiments, one or more bookmarks may be created by the instructor **142** via the instructor interface.

**[0068]** In some embodiments, the learner interface may include one or more change options to change the instruction from the instructor **142**. For example, as the instruction from the instructor **142** is being presented on top of the visual content captured by the user device **130A**, a change option may be presented on the learner interface of the user device **130A**. The user **132A** may interact with the change option to indicate to the user device **130A** that the user **132A** wishes to change one or more portions of the instruction from the instructor **142**. For example, the user **132A** may wish to change the instruction based on the instruction not being clear and/or the user **132A** not being able to perform the instruction. The server **120** may facilitate exchange of the change(s) to the instruction between the user device **130A** and the instructor device **140** by relaying information relating to the changes between the user device **130A** and the instructor device **140**.

**[0069]** In some embodiments, the instruction from the instructor **142** may be overlaid on presentation of visual content within multiple user devices, such as the user device **130A** and the user device **130B**. The presentation of the

instruction overlaid on top of the visual content may be the same or different for the user devices **130A**, **130B**. In some embodiments, the server **120** may transmit the same instruction information to both user devices **130A**, **130B** and the user devices **130A**, **130B** may display the same view of the instruction from the instructor **142**. In some embodiments, the server **120** may transmit the same instruction information to both user devices **130A**, **130B** and the user devices **130A**, **130B** may display different views of the instruction from the instructor **142**. In some embodiments, the server **120** may transmit the different instruction information to user devices **130A**, **130B** and the user devices **130A**, **130B** may display different views of the instruction from the instructor **142**.

[0070] The user device **130B** may provide a companion view of the instruction from the instructor **142**. The instruction information transmitted by the server **120** to the user device **130B** may be referred to as companion instruction. The companion instruction information may define the instruction from the instructor **142**. The user device **130B** may use the received companion instruction information to visually and/or verbally provide the instruction from the instructor **142**. For example, the user device **130B** may, based on the received companion instruction information, overlay the instruction on top of visual content (e.g., image(s), video(s)) within a user interface of the user device **130B**. The visual content may be captured by the user device **130A** and/or the user device **130B**. That is, the user device **130B** may present the instruction overlaid on top of image(s)/video(s) captured by the user device **130A** and/or may present the instruction overlaid on top of image(s)/video(s) captured by the user device **130B**. In some embodiments, the companion instruction information may define the visual content captured by the user device **130A**. Such presentation of a companion view may enable the user **132B** to watch over the execution of the instruction by the user **132A** and/or to ensure that the instruction is followed by the user **132A**.

[0071] In some embodiments, the companion view presented by the user device **130B** may show a different perspective of the target **160** and/or the instruction than the view of the instruction/the target **160** presented by the user device **130A**. For example, a companion view presented by the user device **130B** may include presentation of different perspective of a usage of an item with respect to the target **160** than presented on the user device **130A**. For example, the usage of the item with respect to the target **160** may be presented on the user device **130A** based on visual content of the target **160** captured from the left side of the target **160**. The usage of the item with respect to the target **160** may be presented on the user device **130B** based on visual content of the target **160** captured from the right side of the target **160**. That is, the different perspectives of the usage of the item with respect to the target **160** and/or other views of the instruction may be presented based on the orientations of the user devices **130A**, **130B** with respect to the target **160** at the location **110**.

[0072] FIGS. 2, 3, 4, 5A, 5B, 6, 7, and 8 illustrate example user interfaces **200**, **300**, **400**, **500**, **550**, **600**, **700**, **800** in accordance with one or more embodiments of the technology disclosed herein. In various embodiments, the user interfaces **200**, **300**, **400**, **500**, **550**, **600**, **700**, **800** may be accessed through a software application running on a computing device (e.g., computers, mobile phones, tablets, etc.) that includes one or more processors and memory. Depend-

ing on the computing device, a user may be able to interact with the user interfaces **200**, **300**, **400**, **500**, **550**, **600**, **700**, **800** using various input devices (e.g., keyboard, mouse, etc.) and/or touch gestures. The user interfaces **200**, **300**, **400**, **500**, **550**, **600**, **700**, **800** are provided merely as examples and, naturally, the arrangement and configuration of such user interfaces can vary depending on the implementation. Thus, depending on the implementation, the user interfaces **200**, **300**, **400**, **500**, **550**, **600**, **700**, **800** may include additional features and/or alternative features. The user interfaces **200**, **300**, **400**, **500**, **550**, **600**, **700**, **800** may include/enable one or more functionalities of the interface(s) described with respect to the user devices **130A**, **130B**, the instructor device **140**, and/or other components of the environment **100** described with respect with FIG. 1.

[0073] FIG. 2 illustrates an example instructor interface **200** in accordance with one or more embodiments of the technology disclosed herein. The instructor interface **200** may be presented on and/or by an instructor device, such as the instructor device **140**. Visual content (e.g., image(s), video(s)) may be presented within the instructor interface **200**. For example, as shown in FIG. 2, the instructor interface **200** may include presentation of an image/video of a target **230**. The target **230** may be located remotely from the instructor device presenting the instructor interface **200**. The visual content presented within the instructor interface **200** may be captured by a user device at the location of the target **230**. Information defining the visual content may be relayed to the instructor device over a network/server.

[0074] An instructor may interact with the instructor interface **200** to provide instruction(s) to a person at the location of the target **230**. For example, the instructor may interact with the instructor interface **200** to provide instruction(s) to the user of the user device that capture image(s)/video(s) of the target **230**. For instance, the instructor may move one or more icons on the instructor interface **200**, such as icons representing items available for use at the location of the target **230**, to show how the items are to be used with respect to the target **230**. The instructor may interact with the instructor interface **200** to provide instruction(s) that do not require the use of item(s). For example, the instructor may use one or more icons on the instructor interface **200** to provide instruction on how to interact with the target **230**, such as directions **242**, **244**. The direction **242** may include an arrow that indicates that the user is to push up on the left side of the target **230**. The direction **244** may include an arrow that indicates that the user is to move a component from the top right side of the target **230** to the front of the target **230**. Other provision of instructions are contemplated.

[0075] As another example, the instructor may use one or more icons on the instructor interface **200** to provide instruction on how to perform CPR to a person. The instruction provided by using the instructor interface **200** may include static objects or dynamic objects. For example, an instruction on how to perform CPR may include static images representing hands of the person performing CPR that are placed on a particular location of the person receiving CPR (target). As another example, an instruction on how to perform CPR may include dynamic images representing hands of the person performing CPR that are placed on a particular location of the target. The images representing the hands may change (e.g., change in size, change in color, change in brightness) to indicate when the person performing CPR is to press down, to indicate the pressure to be

applied, and/or to otherwise convey certain aspects of CPR instruction. In some embodiments, one or more portions of the instructions may be provided visually, verbally (e.g., user device outputting sounds/commands), and/or haptically.

[0076] The instructor interface 200 may include one or more options 210 for use by the instructor. For example, the options 210 may include zoom options 212, shape options 214, line options 216, a free draw option 218, a text insertion option 220, a drawer option 222, a segment option 224, a bookmark option 226, a speed option 228, and/or other options. The zoom options 212 may enable the instructor to change the viewing zoom with which the visual content is displayed within the instructor interface 212. The instructor may use the zoom options 212 to focus in/out on the relevant parts of the target 230 and/or the environment of the target 230. For example, based on the visual content including a visual representation of the entire target 230 and the instruction to be provided being applicable to a small portion of the target 230, the instructor may use the zoom options 212 to zoom in on the relevant portion and provide detailed instructions for the portion.

[0077] The shape options 214 may enable the instructor to insert one or more shapes as part of the instruction. The line options 216 may enable the instructor to insert one or more lines as part of the instruction. The free draw option 218 may enable the instructor to freely draw within the instructor interface 200 to provide the instruction. The text insertion option 220 may enable the instructor to insert text to provide the instruction. The drawer option 222 may enable the instructor to see a list of items that are available to be used at the location of the target 230. The instructor may select one or more icons representing items from the list and move the icons within the instructor interface 200 to specify how the item(s) are to be used with respect to the target. The instructor may use one or more of the options 214, 216, 218, 220, 222 to define the instruction to be overlaid on top of the visual content.

[0078] The segment option 224 may enable the instructor to segment the presentation of the instruction by a user device into multiple parts. For example, the instructor may have defined the direction 242 as the first part of the instruction. Before defining the direction 244 as the second part of the instruction, the instructor may use the segment option 224 to separate the second part of the instruction from the first part of the instruction. As another example, the instructor may, by interacting with the instructor interface 200, define an instructor that spans a certain amount of time. The instructor may use the segment option 224 while going over the instruction (e.g., replaying the instruction, moving over different portions of the instruction using a seekbar) to segment the instructions by time. The bookmark option 226 may enable the instructor to mark one or more particular moments within the instructions. Such marks may be used by the instructor and/or the user to jump to the particular moments within the instructions.

[0079] The speed option 228 may enable the instructor to change the playback speed of the instruction. For example, the instruction defined by the instructor using the instructor interface 200 may be presented on a user device at the same speed with which the instructor defined the instruction. For instance, the instructor may have defined the direction 242 by drawing the arrow over two seconds. The direction 242 may be presented on the user device as being drawn over

two seconds. The instructor may use the speed option 228 to change the playback speed of one or more portions of the instruction. For example, the playback speed of the direction 242 may be increased so that it is shown on the user device more rapidly than it was defined within the instruction interface 200, while the playback speed of the direction 244 may be decreased so that it is shown on the user device more slowly than it was defined within the instruction interface 200.

[0080] FIG. 3 illustrates an example instructor interface 300 in accordance with one or more embodiments of the technology disclosed herein. The instructor interface 300 may be presented on and/or by an instructor device, such as the instructor device 140. Visual content may be presented within the instructor interface 300. For example, as shown in FIG. 3, the instructor interface 300 may include presentation of an image/video of a target 330. The target 330 may be located remotely from the instructor device presenting the instructor interface 300. The visual content presented within the instructor interface 300 may be captured by a user device at the location of the target 330. Information defining the visual content may be relayed to the instructor device over a network/server.

[0081] The instructor interface 300 may include one or more options 310 for use by the instructor. For example, the options 310 may include zoom options 312, shape options 314, line options 316, a free draw option 318, a text insertion option 320, a drawer option 322, a segment option 324, a bookmark option 326, a speed option 328, and/or other options. The options 310 may work as the options 210 described with respect to the instructor interface 200. An instructor may interact with the instructor interface 300 to provide instruction(s) to a person at the location of the target 330. For example, the instructor may interact with the instructor interface 300 to provide instruction(s) to the user of the user device that capture image(s)/video(s) of the target 330. For example, the instructor may use one or more icons on the instructor interface 300 to provide instruction on how to interact with the target 330, such as directions 342, 344. The direction 342 may include an arrow that indicates that the user is to push up on the left side of the target 330. The direction 344 may include an arrow that indicates that the user is to move a component from the top right surface of the target 330 to the front surface of the target 230. Other provision of instructions are contemplated.

[0082] The instructor interface 300 may allow the instructor to define instruction, such as a usage of an item, with respect to the target 330 based on a three-dimensional model of the target 330. The three-dimensional model of the target 330 may provide for the size, shape, curvature, and/or other physical characteristics of the surface(s) of the target 330. The three-dimensional model of the target 330 may provide for how one part of the target 330 may move with respect to the location of the target 330 and/or with other part(s) of the target 330. Defining instructions with respect to the target 330 based on a three-dimensional model of the target 330 may provide for instructions that takes into account the shape and/or dimensions of the target 330. For instance, the direction 344 may be defined with respect to the three-dimensional model of the target 330 such that the beginning of the direction 344 is pinned to the center of the top-right surface of the target 330 and the ending of the direction 344 is pinned to the top right corner of the front surface of the target 330. The three-dimensional relationship between the

target **330** and the direction **344** may be preserved when the view of the target **330** changes. For example, the user device capturing the visual content of the target **330** may change to capture a different perspective of the target **330**, and the direction **344** may move/change shape with the change in perspective to preserve the three-dimensional relationship between the target **330** and the direction **344**.

[0083] FIG. 4 illustrates an example instructor interface **400** in accordance with one or more embodiments of the technology disclosed herein. The instructor interface **400** may be presented on and/or by an instructor device, such as the instructor device **140**. Visual content may be presented within the instructor interface **400**. For example, as shown in FIG. 4, the instructor interface **400** may include presentation of an image/video of a target **430**. The target **430** may be located remotely from the instructor device presenting the instructor interface **400**. The visual content presented within the instructor interface **400** may be captured by a user device at the location of the target **430**. Information defining the visual content may be relayed to the instructor device over a network/server.

[0084] The instructor interface **400** may include one or more options **410** for use by the instructor. For example, the options **410** may include zoom options **412**, shape options **414**, line options **416**, a free draw option **418**, a text insertion option **420**, a drawer option **422**, a segment option **424**, a bookmark option **426**, a speed option **428**, and/or other options. The options **410** may work as the options **210** described with respect to the instructor interface **200**. An instructor may interact with the instructor interface **400** to provide instruction(s) to a person at the location of the target **430**. For example, the instructor may interact with the instructor interface **400** to provide instruction(s) to the user of the user device that capture image(s)/video(s) of the target **430**. For example, the instructor may use one or more icons on the instructor interface **400** to provide instruction on how to interact with the target **430**, such as directions **442**, **444**.

[0085] The instructor's use of the instructor interface **400** may change one or more visual aspects of the visual content. For example, based on the instructions defined by the instructors (e.g., the directions **442**, **444**) being focused on the front surface of the target **430**, the front surface of the target **430** may be emphasized over others portions of the target **430** within the instructor interface **400**. The front surface of the target **430** may be emphasized over others portions of the target **430** within the learner interface presenting the directions **442**, **444**. For instance, the front surface of the target **430** may be presented in color while other portions of the target may be presented in gray scale. The front surface of the target **430** may be shown in focus while other portions of the target may be blurred. Other emphasis of the relevant portions of the target **430** are contemplated. In some embodiments, the emphasis of the different portions of the target **430** may be performed using a three-dimensional model of the target **430**. For example, the three-dimensional model of the target **430** may be used to identify the portion(s) (e.g., surface(s)) of the target **430** at which instruction is directed and to emphasize the corresponding portion of the image/video. In some embodiments, the options **410** may include an emphasis option that enables the instructor to define which portions of the target **430** are emphasized/deemphasized.

[0086] FIG. 5A illustrates an example user interface **500** in accordance with one or more embodiments of the technol-

ogy disclosed herein. The user interface **500** may be presented on and/or by an instructor device, such as the instructor device **140**, and/or a user device, such as the user device **130A** or the user device **130B**. The user interface **500** may be presented within another interface, such as the instructor interfaces **200**, **300**, **400** and/or a learner interface. For example, the user interface **500** may be presented in response to a user or an instructor interacting with an option, such as a drawer option. The user interface may provide a list of items that are available to be used at a particular location. An instructor may select one or more icons representing the items from the list and move the icon(s) within the instructor interface to specify how the item(s) are to be used with respect to a target. A user may select one or more icons representing the items from the list to see instructions (e.g., basic instructions) for using the item(s).

[0087] For example, the user interface **500** may include a portion **502** and a portion **504**. The portion **502** may include icons **512**, **514**, **516**, **518** representing different items that are available to be used at a location. An instructor and/or a user may select an icon, such as the icon **514**, to see additional information relating to the corresponding item. For example, responsive to selection of the icon **514** in the portion **502**, additional information about the corresponding item may be displayed in the portion **504**. For instance, responsive to selection of the icon **514**, options **522**, **524**, **526**, and **532** may be presented in the portion **504**. The options **522**, **524**, **526** may enable a user or an instructor to see different information relating to the item corresponding to the icon **514**, such as one or more preset usages of the item and/or instructions on how to use the item. The option **532** may include a slider **534**, which may be moved to change the scaling of the item with respect to a target. For example, the slider **534** may be moved to one side to decrease the size of the item with respect to a target and may be moved to the other side to increase the size of the item with respect to the target.

[0088] FIG. 5B illustrates an example user interface **550** in accordance with one or more embodiments of the technology disclosed herein. The user interface **550** may be presented on and/or by an instructor device, such as the instructor device **140**, and/or a user device, such as the user device **130A** or the user device **130B**. The interface **550** may present an instruction for using an item **562** with respect to a target **530**. The item **562** may have been selected from a list of item available to be used at the location of the target **530**, such as from the interface **500**. The item **562** may be moved within the instruction interface to define one or more instructions on the use of the item **562** with respect to the target **530**. For example, an instructor may define the directions **564A**, **564B** for the item **562** using the instructor interface, and the directions **564A**, **564B** may be overlaid on top of an image/video of the target **530** within a learner interface. The visual characteristics of the directions **564A**, **564B** may be used to convey different instructions. For instance, the color, shape, and/or the size of the direction **564A** may be changed to indicate the pressure and/or the speed with which the item **562** is to be moved across the front surface of the target **530**. As another example, the color, shape, and/or the size of the direction **564B** may be changed to indicate the pressure, the length of time, and/or the depth with which the item **452** is to be pushed on/into the front surface of the target **530**. For instance, the instruction may include information indicating that the item **562** is to be



contacted with the front surface of the target **530**. The direction **564B** may pulse and/or change color to indicate to a user when the item **562** is to be contacted with the front surface of the target **530**. Other changes in visual characteristics of instructions and other types of instructions are contemplated.

**[0089]** FIG. 6 illustrates an example learner interface **600** in accordance with one or more embodiments of the technology disclosed herein. The learner interface **600** may be presented on and/or by a user device, such as the user device **130A**. Visual content may be presented within the learner interface **600**. For example, as shown in FIG. 6, the learner interface **600** may include presentation of an image/video of a target **630**. The target **630** may be located at the location of the user and the user device. The visual content presented within the learner interface **600** may be captured by the user device at the location of the target **630**. Information defining instructions associated with the visual content may be relayed (e.g., over a network/server) to the user device from an instructor device. For example, the instruction associated with the visual content may include directions **642**, **644**. The directions may be overlaid on top of the visual content and may provide instructions on how to interact with the target **630**.

**[0090]** The learner interface **600** may include one or more options **610** for use by the user. For example, the options **610** may include a record option **612**, a bookmark option **614**, a speed option **616**, a change option **618**, and/or other options. The record option **612** may enable a user to record one or more portions of the instruction presented within the learner interface **600**. For example, the user may toggle the record option **612** to turn on/off the recording of instructions presented on the learner interface **600**. In some embodiments, the “recording” of instructions may include marking of one or more portions of the instructions. For example, the user may interact with the record option **612** to mark certain portions of the instruction presentation for replay and/or review. The bookmark option **614** may enable the user to mark one or more particular moments within the instructions. Such marks may be used by the user and/or the instructor to jump to the particular moments within the instructions. The speed option **616** may enable the user to change the playback speed of the instruction. For example, the user may use the speed option **616** to increase and/or decrease the speed with which the instruction is presented within the learner interface **600**.

**[0091]** The change option **618** may enable the user to change one or more portions of the instruction. For example, the user may insert text into the instruction being presented within the learner interface **600** to ask the instructor one or more questions. As another example, the user may change the shape, size, direction, and/or other aspects of the directions **642**, **644**. The information describing the changes made by the user may be transmitted to the instructor device.

**[0092]** FIG. 7 illustrates an example learner interface **700** in accordance with one or more embodiments of the technology disclosed herein. The learner interface **700** may be presented on and/or by a user device, such as the user device **130A**. Visual content may be presented within the learner interface **700**. For example, as shown in FIG. 7, the learner interface **700** may include presentation of an image/video of a target **730**. The target **730** may be located at the location of the user and the user device. The visual content presented within the learner interface **700** may be captured by the user

device at the location of the target **730**. Information defining instructions associated with the visual content may be relayed (e.g., over a network/server) to the user device from an instructor device. For example, the instruction associated with the visual content may include directions **742**, **744**. The directions may be overlaid on top of the visual content and may provide instructions on how to interact with the target **730**.

**[0093]** The learner interface **700** may include one or more options **710** for use by the user. For example, the options **710** may include a record option **712**, a bookmark option **714**, a speed option **716**, a change option **718**, and/or other options. The options **710** may work as the options **610** described with respect to the instructor interface **600**. The instruction provided by the instructor may be segmented into multiple parts. For example, a progress bar **750** may be displayed on the learner interface **700**. The progress bar may indicate the length of the instruction and what moment/duration of the instruction is being presented within the learner interface **700**. For instance, as shown in FIG. 7, a black portion **752** may indicate the portion of the instruction that has been presented. The presentation of the black portion **752** of the instruction may include the direction **742** and may not include the direction **744**. The direction **744** may not be displayed and/or may be displayed different until the corresponding portion of the instruction is reached. For example, the direction **744** may be displayed in outline until the corresponding portion of the instruction is reached, at which point the direction **744** may be displayed in full. The instruction may be segmented into two parts by a divider **754**. In some embodiments, presentation of different parts of the instruction within the learner interface **700** may be controlled by the instructor (e.g., through the instructor interface). For example, the user may only be shown the second part of the instruction when the instructor gives access to the second part of the instruction and/or when the instructor prompts the second part of the instruction to be presented within the learner interface **700**. The instruction may also be bookmarked, such as shown by a bookmark **756**. The user and/or the instructor may use the bookmark **756** to jump to a moment in the second part of the instruction.

**[0094]** FIG. 8 illustrates an example learner interface **800** in accordance with one or more embodiments of the technology disclosed herein. The learner interface **800** may be presented on and/or by a user device, such as the user device **130B**. Visual content may be presented within the learner interface **800**. For example, as shown in FIG. 8, the learner interface **800** may include presentation of an image/video of a target **830**. The target **830** may be located at the location of the user and the user device. The visual content presented within the learner interface **800** may be captured by the user device at the location of the target **830**. Information defining instructions associated with the visual content may be relayed (e.g., over a network/server) to the user device from an instructor device. For example, the instruction associated with the visual content may include directions **842**, **844**. The directions may be overlaid on top of the visual content and may provide instructions on how to interact with the target **830**. The learner interface **800** may include one or more options **810** for use by the user. For example, the learner interface **800** may include one or more options described with respect to the options **610**, and/or other options.

[0095] The learner interface **800** may provide a different view of the instruction from an instructor based on changes in orientation of the user device with respect to the target. For example, the user device may be, based on an original position of the user device with respect to the target, be presenting a view of the target as shown in FIG. 6. Based on changes in the position of the user device and/or the target, the view of the target as shown in FIG. 8 may be displayed. The instructions may be changed to account for the change in perspective of the target shown within the learner interface **800**.

[0096] The learner interface **800** may provide a companion view of the instruction from an instructor. For example, there may be two user devices at the location of the target **830**. One user device may be positioned to see a view of the target as shown in FIG. 6. The other user device may be positioned to see a view of the target as shown in FIG. 8. Thus, the two user devices may see different versions/perspectives of the instruction based on the orientations of the user devices with respect to the target.

[0097] FIG. 9 illustrates an example method **900** that may be implemented in accordance with one or more embodiments of the technology disclosed herein. The steps of the method **900** may be implemented in/through one or more computing devices, such as the server **120** (as shown in FIG. 1 and described herein). At step **902**, location information may be received from a user device. At step **904**, at least a portion of the location information may be transmitted to an instructor device. At step **906**, instruction information defining an instruction may be received from the instructor device. At step **908**, at least a portion of the instruction information may be transmitted to the user device.

[0098] FIG. 10 illustrates an example method that may be implemented in accordance with one or more embodiments of the technology disclosed herein. The steps of the method **1000** may be implemented in/through one or more computing devices, such as the user device **130A** and/or the user device **130B** (as shown in FIG. 1 and described herein). At step **1002**, location information for a location may be generated. At step **1004**, at least a portion of the location information may be transmitted to a server. At step **1006**, instruction information defining an instruction may be received from the server. At step **1008**, the instruction may be presented overlaid on top of visual content.

[0099] FIG. 11 illustrates an example method that may be implemented in accordance with one or more embodiments of the technology disclosed herein. The steps of the method **1100** may be implemented in/through one or more computing devices, such as the instructor device **140** (as shown in FIG. 1 and described herein). At step **1102**, location information may be received from a server. At step **1104**, visual content defined by the location information may be presented. At step **1106**, input defining an instruction associated with the visual content may be received. At step **1108**, the instruction information defining the instruction may be transmitted to the server.

[0100] As used herein, the term circuit/logic might describe a given unit of functionality that can be performed in accordance with one or more embodiments of the technology disclosed herein. As used herein, a circuit/logic might be implemented utilizing any form of hardware, software, firmware, or a combination thereof. For example, one or more processors, controllers, ASICs, PLAs, PALs, CPLDs, FPGAs, logical components, software routines or

other mechanisms might be implemented to make up a circuit/logic. In implementation, the various circuits/logics described herein might be implemented as discrete circuits/logics or the functions and features described can be shared in part or in total among one or more circuits/logics. In other words, as would be apparent to one of ordinary skill in the art after reading this description, the various features and functionality described herein may be implemented in any given application and can be implemented in one or more separate or shared circuits/logics in various combinations and permutations. Even though various features or elements of functionality may be individually described or claimed as separate circuits/logics, one of ordinary skill in the art will understand that these features and functionality can be shared among one or more common software and hardware elements, and such description shall not require or imply that separate hardware or software components are used to implement such features or functionality.

[0101] Where components or circuits/logics of the technology are implemented in whole or in part using software, in one embodiment, these software elements can be implemented to operate with a computing or processing circuit/logic capable of carrying out the functionality described with respect thereto. One such example computing circuit/logic is shown in FIG. 12. Various embodiments are described in terms of this example-computing circuit **1200**. After reading this description, it will become apparent to a person skilled in the relevant art how to implement the technology using other computing circuits/logics or architectures.

[0102] Referring now to FIG. 12, computing circuit **1200** may represent, for example, computing or processing capabilities found within desktop, laptop and notebook computers; hand-held/wearable computing devices (PDA's, smart phones, smart glasses, cell phones, palmtops, etc.); mainframes, supercomputers, workstations or servers; or any other type of special-purpose or general-purpose computing devices as may be desirable or appropriate for a given application or environment. Computing circuit **1200** might also represent computing capabilities embedded within or otherwise available to a given device. For example, a computing circuit might be found in other electronic devices such as, for example, digital cameras, navigation systems, cellular telephones, portable computing devices, modems, routers, WAPs, terminals and other electronic devices that might include some form of processing capability.

[0103] Computing circuit **1200** might include, for example, one or more processors, controllers, control circuits, or other processing devices, such as a processor **1204**. Processor **1204** might be implemented using a general-purpose or special-purpose processing engine such as, for example, a microprocessor, controller, or other control logic. In the illustrated example, processor **1204** is connected to a bus **1202**, although any communication medium can be used to facilitate interaction with other components of computing circuit **1200** or to communicate externally.

[0104] Computing circuit **1200** might also include one or more memory components, simply referred to herein as main memory **1208**. For example, preferably random access memory (RAM) or other dynamic memory, might be used for storing information and instructions to be executed by processor **1204**. Main memory **1208** might also be used for storing temporary variables or other intermediate information during execution of instructions to be executed by

processor **1204**. Computing circuit **1200** might likewise include a read only memory (“ROM”) or other static storage device coupled to bus **1202** for storing static information and instructions for processor **1204**.

[0105] The computing circuit **1200** might also include one or more various forms of information storage mechanism **1210**, which might include, for example, a media drive **1212** and a storage unit interface **1220**. The media drive **1212** might include a drive or other mechanism to support fixed or removable storage media **1214**. For example, a hard disk drive, a floppy disk drive, a magnetic tape drive, an optical disk drive, a CD or DVD drive (R or RW), or other removable or fixed media drive might be provided. Accordingly, storage media **1214** might include, for example, a hard disk, a floppy disk, magnetic tape, cartridge, optical disk, a CD or DVD, or other fixed or removable medium that is read by, written to or accessed by media drive **1212**. As these examples illustrate, the storage media **1214** can include a computer usable storage medium having stored therein computer software or data. For example, one or more memory components may include non-transitory computer readable medium including instructions that, when executed by the processor **1204**, cause the computing circuit **1200** to perform one or more functionalities described herein.

[0106] In alternative embodiments, information storage mechanism **1210** might include other similar instrumentalities for allowing computer programs or other instructions or data to be loaded into computing circuit **1200**. Such instrumentalities might include, for example, a fixed or removable storage unit **1222** and an interface **1220**. Examples of such storage units **1222** and interfaces **1220** can include a program cartridge and cartridge interface, a removable memory (for example, a flash memory or other removable memory component) and memory slot, a PCMCIA slot and card, and other fixed or removable storage units **1222** and interfaces **1220** that allow software and data to be transferred from the storage unit **1222** to computing circuit **1200**.

[0107] Computing circuit **1200** might also include a communications interface **1224**. Communications interface **1224** might be used to allow software and data to be transferred between computing circuit **1200** and external devices. Examples of communications interface **1224** might include a modem or softmodem, a network interface (such as an Ethernet, network interface card, WiMedia, IEEE 802.XX or other interface), a communications port (such as for example, a USB port, IR port, RS232 port Bluetooth® interface, or other port), or other communications interface. Software and data transferred via communications interface **1224** might typically be carried on signals, which can be electronic, electromagnetic (which includes optical) or other signals capable of being exchanged by a given communications interface **1224**. These signals might be provided to communications interface **1224** via a channel **1228**. This channel **1228** might carry signals and might be implemented using a wired or wireless communication medium. Some examples of a channel might include a phone line, a cellular link, an RF link, an optical link, a network interface, a local or wide area network, and other wired or wireless communications channels.

[0108] In this document, the terms “computer program medium” and “computer usable medium” are used to generally refer to media such as, for example, memory **1208**, storage unit **1220**, media **1214**, and channel **1228**. These and other various forms of computer program media or computer

usable media may be involved in carrying one or more sequences of one or more instructions to a processing device for execution. Such instructions embodied on the medium, are generally referred to as “computer program code” or a “computer program product” (which may be grouped in the form of computer programs or other groupings). When executed, such instructions might enable the computing circuit **1200** to perform features or functions of the disclosed technology as discussed herein.

[0109] While various embodiments of the disclosed technology have been described above, it should be understood that they have been presented by way of example only, and not of limitation. Likewise, the various diagrams may depict an example architectural or other configuration for the disclosed technology, which is done to aid in understanding the features and functionality that can be included in the disclosed technology. The disclosed technology is not restricted to the illustrated example architectures or configurations, but the desired features can be implemented using a variety of alternative architectures and configurations. Indeed, it will be apparent to one of skill in the art how alternative functional, logical or physical partitioning and configurations can be implemented to implement the desired features of the technology disclosed herein. Also, a multitude of different constituent circuit names other than those depicted herein can be applied to the various partitions. Additionally, with regard to flow diagrams, operational descriptions and method claims, the order in which the steps are presented herein shall not mandate that various embodiments be implemented to perform the recited functionality in the same order unless the context dictates otherwise.

[0110] Although the disclosed technology is described above in terms of various exemplary embodiments and implementations, it should be understood that the various features, aspects and functionality described in one or more of the individual embodiments are not limited in their applicability to the particular embodiment with which they are described, but instead can be applied, alone or in various combinations, to one or more of the other embodiments of the disclosed technology, whether or not such embodiments are described and whether or not such features are presented as being a part of a described embodiment. Thus, the breadth and scope of the technology disclosed herein should not be limited by any of the above-described exemplary embodiments.

[0111] Terms and phrases used in this document, and variations thereof, unless otherwise expressly stated, should be construed as open ended as opposed to limiting. As examples of the foregoing: the term “including” should be read as meaning “including, without limitation” or the like; the term “example” is used to provide exemplary instances of the item in discussion, not an exhaustive or limiting list thereof; the terms “a” or “an” should be read as meaning “at least one,” “one or more” or the like; and adjectives such as “conventional,” “traditional,” “normal,” “standard,” “known” and terms of similar meaning should not be construed as limiting the item described to a given time period or to an item available as of a given time, but instead should be read to encompass conventional, traditional, normal, or standard technologies that may be available or known now or at any time in the future. Likewise, where this document refers to technologies that would be apparent or known to one of ordinary skill in the art, such technologies

encompass those apparent or known to the skilled artisan now or at any time in the future.

**[0112]** The presence of broadening words and phrases such as “one or more,” “at least,” “but not limited to” or other like phrases in some instances shall not be read to mean that the narrower case is intended or required in instances where such broadening phrases may be absent. The use of the term “circuit” does not imply that the components or functionality described or claimed as part of the circuit are all configured in a common package. Indeed, any or all of the various components of a circuit, whether control logic or other components, can be combined in a single package or separately maintained and can further be distributed in multiple groupings or packages or across multiple locations.

**[0113]** Additionally, the various embodiments set forth herein are described in terms of exemplary block diagrams, flow charts and other illustrations. As will become apparent to one of ordinary skill in the art after reading this document, the illustrated embodiments and their various alternatives can be implemented without confinement to the illustrated examples. For example, block diagrams and their accompanying description should not be construed as mandating a particular architecture or configuration.

**1-20.** (canceled)

**21.** An instructor device communicatively coupled to a server, instructor device comprising:

a memory;

one or more processors configured to receive program code, the program code causing the one or more processors to:

present visual content defined by location information associated with a user device, the visual content being transmitted to the instructor device from the user device;

receive input from an instructor user defining an instruction associated with the visual content, the instruction comprising a dynamic object indicating how to perform the instruction, wherein a changing color of the dynamic object corresponds to a particular physical movement to be made to perform the instruction; and

transmit the instruction to the server to present on the user device.

**22.** The instructor device of claim **21**, wherein the program code further causes the one or more processors to display a segmentation option to segment the presentation of the instruction into multiple parts on an instructor interface.

**23.** The instructor device of claim **21**, wherein the program code further causes the one or more processors to display a change option to change the instruction on an instructor interface, wherein the instructor device is configured to facilitate communicating the change to the user device.

**24.** The instructor device of claim **21**, wherein the visual content comprises a visual representation of a usage of an item with respect to a target.

**25.** The instructor device of claim **24**, wherein the visual representation of the usage of the item with respect to the target is scaled based on a size of the target.

**26.** The instructor device of claim **24**, wherein the instructor device is further configured to allow an instructor user to interact with the visual representation of the item to define the instruction.

**27.** The instructor device of claim **26**, wherein the visual representation is presented based on a determination that the item is available for use.

**28.** The instructor device of claim **24**, wherein the program code further causes the one or more processors to receive input from the instructor user to define the usage of the item with respect to the target based on a three-dimensional model of the target.

**29.** The instructor device of claim **24**, wherein the visual representation of the usage of the item with respect to the target is presented based on a three-dimensional model of the target.

**30.** The instructor device of claim **29**, wherein the three-dimensional model of the target is generated based on a three-dimensional mapping of the target by the user device, wherein the location information further defines the three-dimensional mapping of the target.

**31.** The instructor device of claim **21**, wherein the location information comprises one or more images or one or more videos.

**32.** A non-transitory computer readable medium comprising program code that, when executed by one or more processors, causes the one or more processors to:

present visual content on a user device comprising a visual representation of a usage of an item with respect to a target at a location determined by receiving location information associated with the user device;

receive input from an instructor user defining an instruction associated with the visual content, the instruction comprising a dynamic object indicating how to perform the instruction, wherein a changing color of the dynamic object corresponds to a particular physical movement to be made to perform the instruction; and transmit the instruction to a server to present on the user device.

**33.** The non-transitory computer readable medium of claim **32**, wherein the visual representation of the usage of the item with respect to the target at the location is scaled based on a size of the target.

**34.** The non-transitory computer readable medium of claim **32**, wherein the one or more processors are further configured to allow an instructor user to interact with the visual representation of the item to define the instruction.

**35.** The non-transitory computer readable medium of claim **32**, wherein the visual representation is presented based on a determination that the item is available for use at the location.

**36.** The non-transitory computer readable medium of claim **32**, wherein the program code further causes the one or more processors to receive input from the instructor user to define the usage of the item with respect to the target at the location based on a three-dimensional model of the target.

**37.** The non-transitory computer readable medium of claim **32**, wherein the visual representation of the usage of the item with respect to the target at the location is presented based on a three-dimensional model of the target.

**38.** The non-transitory computer readable medium of claim **37**, wherein the three-dimensional model of the target is generated based on a three-dimensional mapping of the target by the user device, wherein the location information further defines the three-dimensional mapping of the target.

**39.** The non-transitory computer readable medium of claim **32**, wherein the visual content includes one or more images or one or more videos of the location.

**40.** The non-transitory computer readable medium of claim **32**, wherein the program code further causes the one or more processors to display a segmentation option to segment the presentation of the instruction into multiple parts on an instructor interface.

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