



CS643 Final project

Team2

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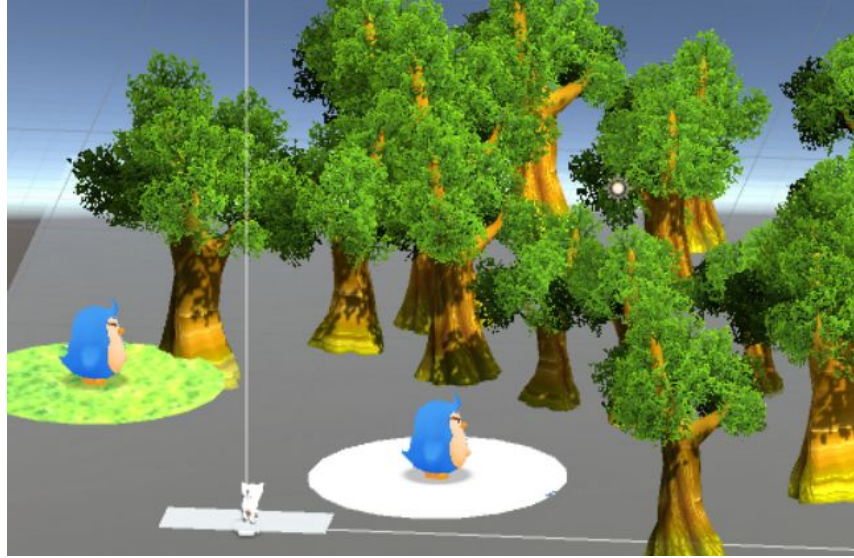
Jonathan Koller

Augmented Reality Technology- widely used

- Advertising and Marketing
- Architecture and Construction
- Entertainment
- Medical
- Military
- Travel
- Educational



Our Project: Forest Quest



The app will allow you learn more about forest landscapes and wild animal using your phone. It will create an alternative virtual world right on your doorstep.

First-person Control Cat

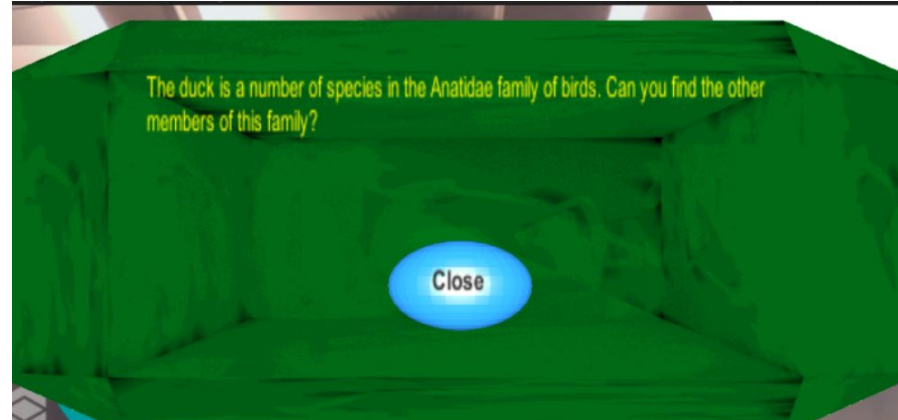
Touch screen
control



Detect collision

The user can control the cat to move around.

When two animal collide, another window pop-up.



The Pop-up window- Discovery-based Learning

It shows some educational information so that the user can learn something from this app.



Reference

Azuma, R. T. (1997, August). A survey of augmented reality. In Presence: Teleoperators and Virtual Environments, 6(4), 355-385.

Yuen, S., Yaoyuneyong, G., & Johnson, E. (2011). Augmented reality: an overview and five directions for AR in education. Journal of Educational Technology Development and Exchange, 4(1), 119e140

Billinghurst, M. (2002). Augmented Reality in Education. New Horizons for Learning, December 2002. Retrieved July 20, 2010 from <http://www.newhorizons.org/strategies/technology/billinghurst.htm>

