nreal

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Augmented Reality Application

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Problem

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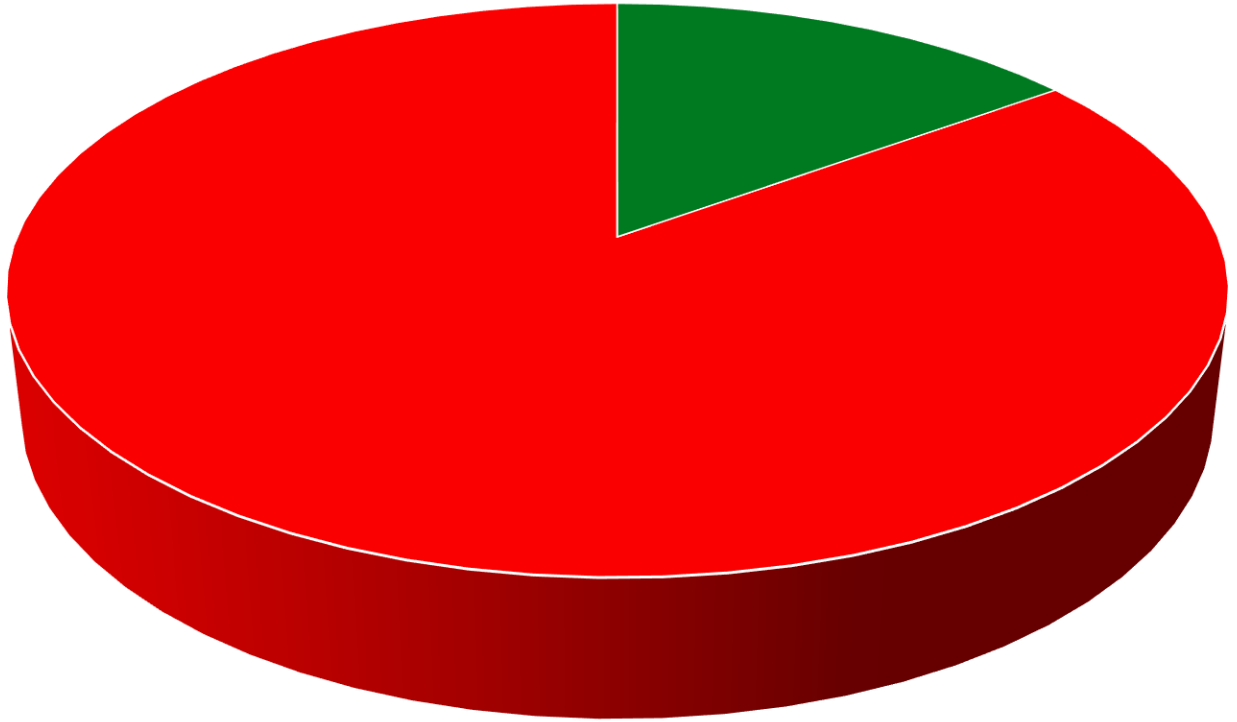
How many people have ever been to a botanical garden museum?



YES

NO

Problem

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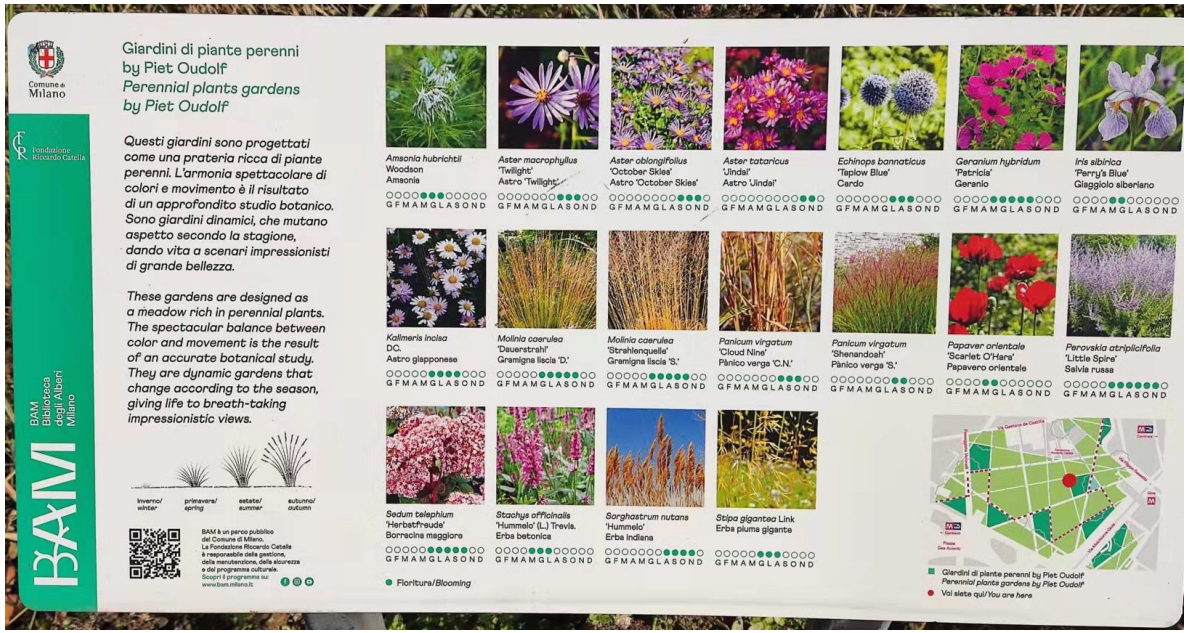
Do you want to read that?

Which plant corresponds to each image?



UNG Model

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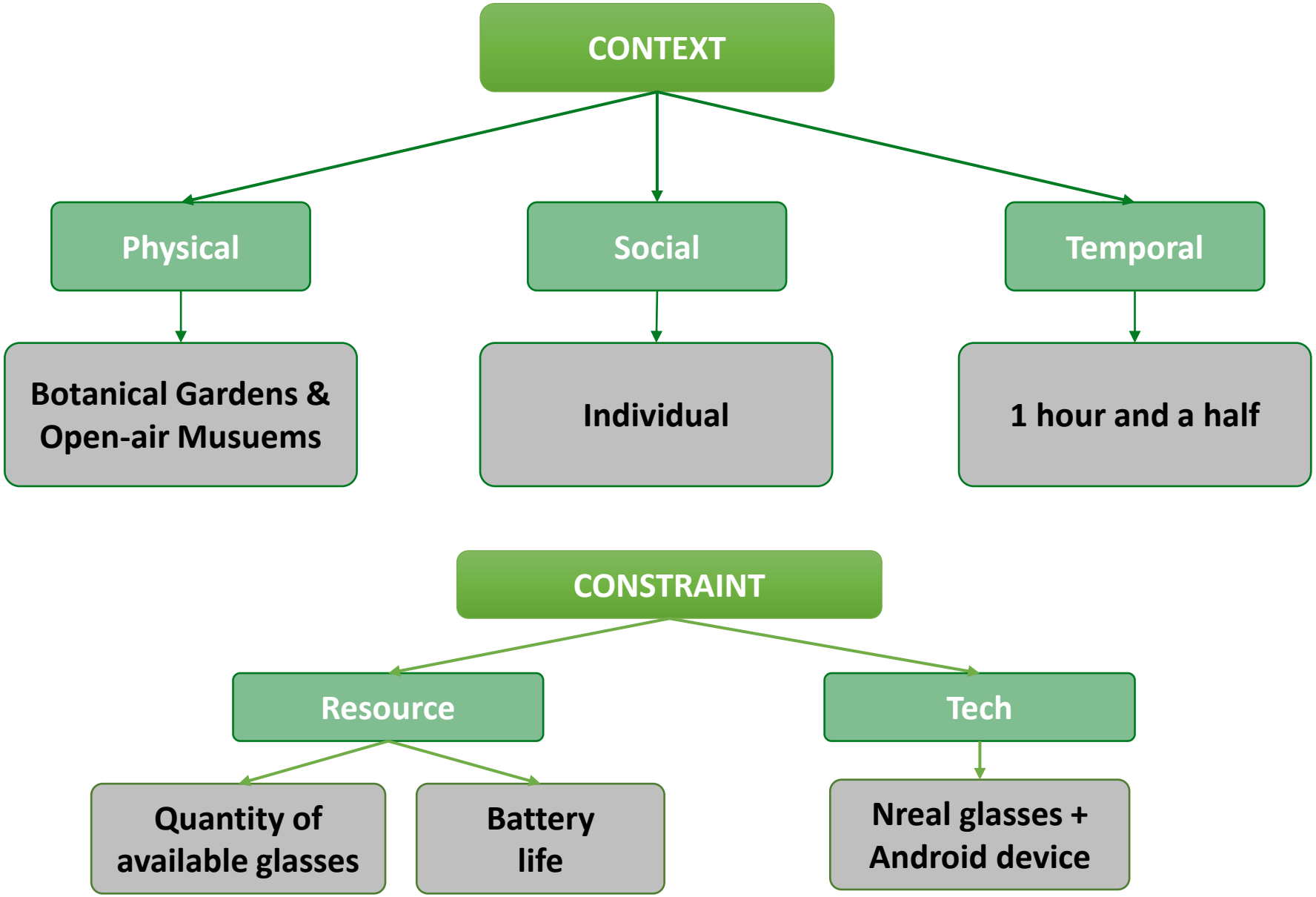

UNG Model

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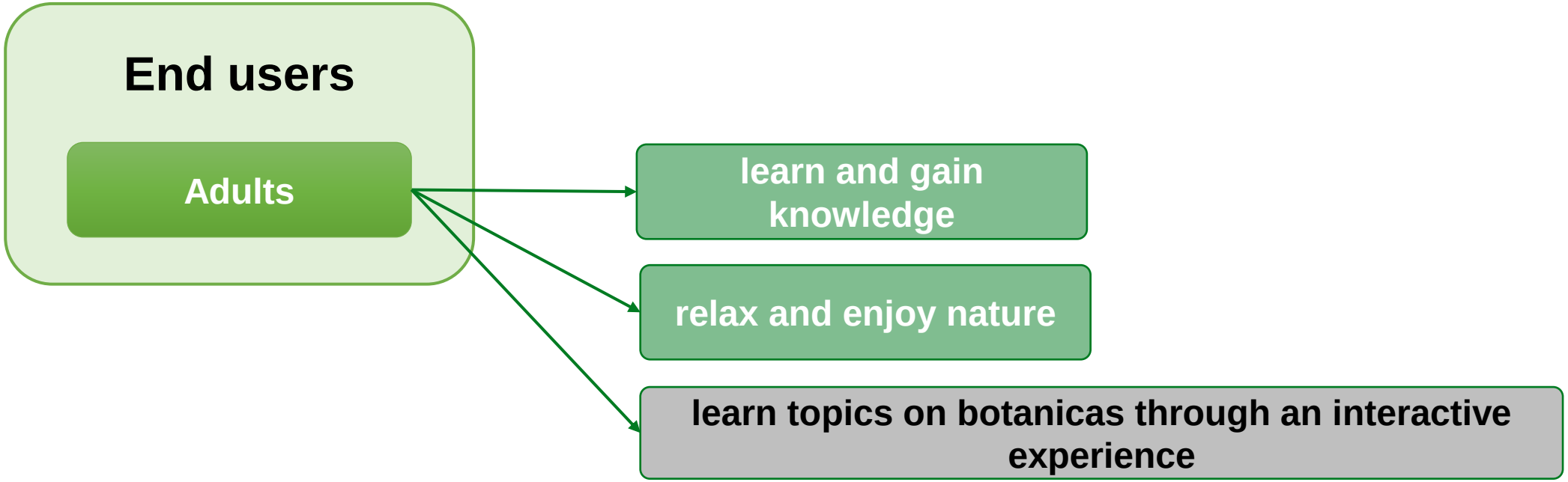

Stakeholder

Needs

Goals

UNG Model

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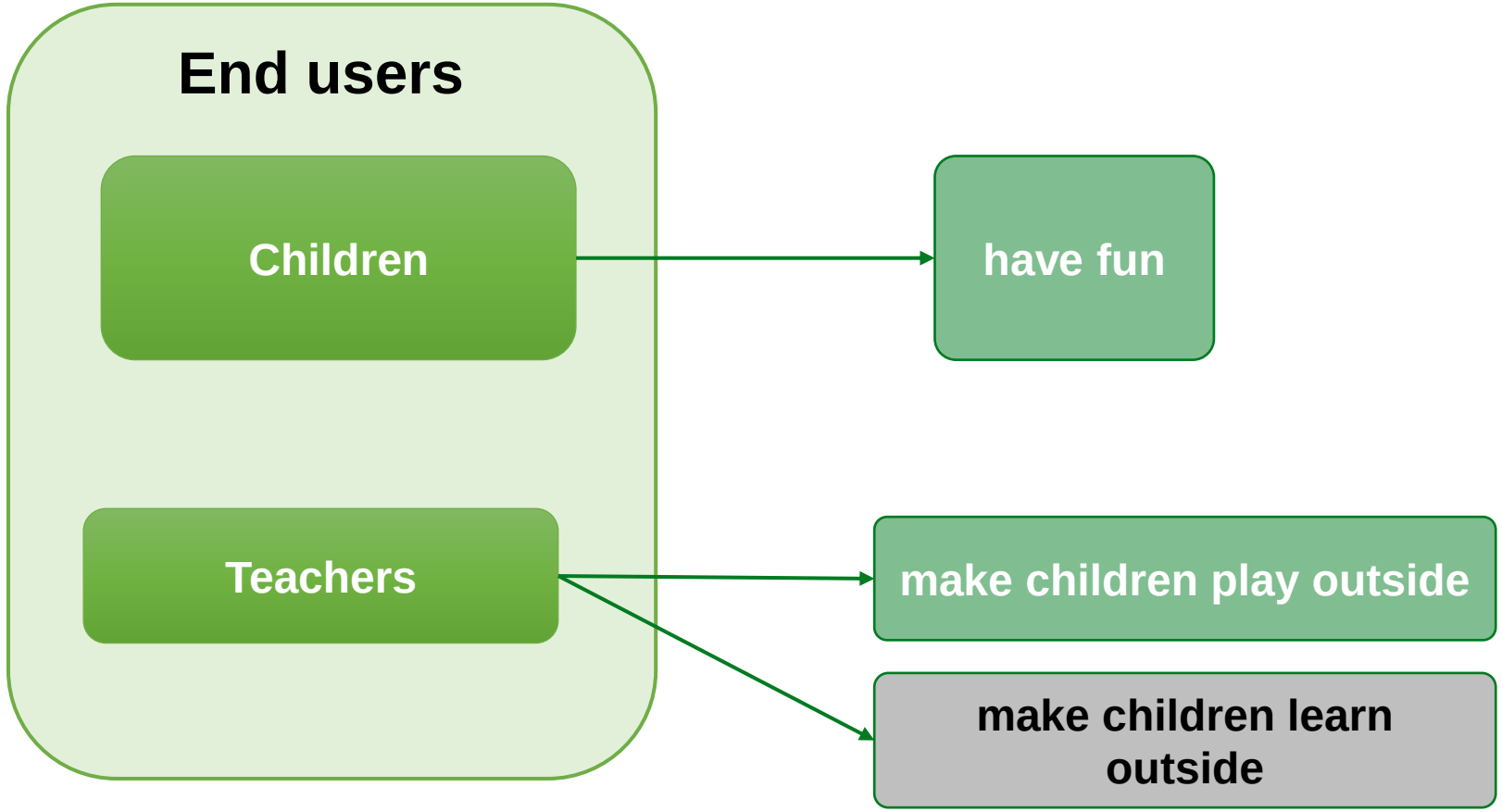

Stakeholder

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UNG Model

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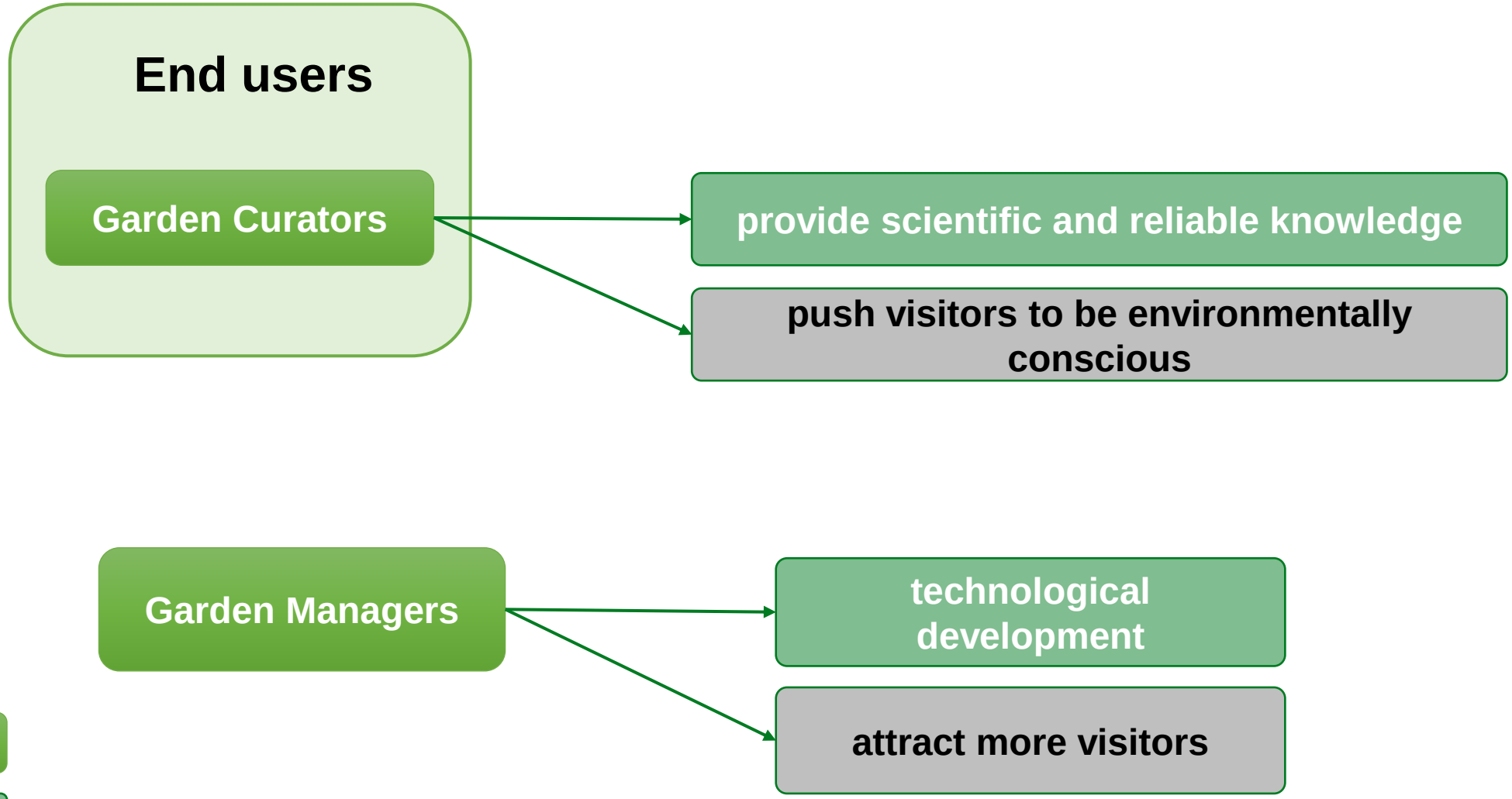

State of the Art

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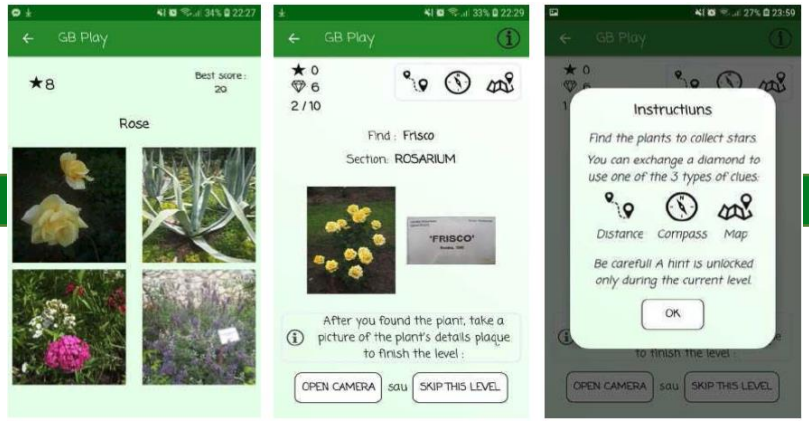
Mapping requirements for the smart glasses AR museum app

Enhancing cultural heritage experiences with AR smart glasses



Improving the visiting of botanical gardens

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Our solution is called glassy

We help **botanical gardens** achieve **larger audiences** by enhancing the **visiting experience** using **AR**

Interaction Paradigms

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Capture Surroundings

Two spatial computing cameras designed to capture the mix in your Augmented Reality environment.

Video

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Workflow

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User puts nReal galsses on

↓

Main Menu

↓

Tutorial for gestures

Explore Mode

- Explore Mode tutorial
- User scans plant's image
- SpaceTags pop up next to the plant
- User can select which info to show: Details, Evolution, Health

Play Mode

- Play Mode tutorial
- User scans the plant's image or ask the system for hints and clues (showed on the map)
- User wins when he/she finds all the plants

Scenarios

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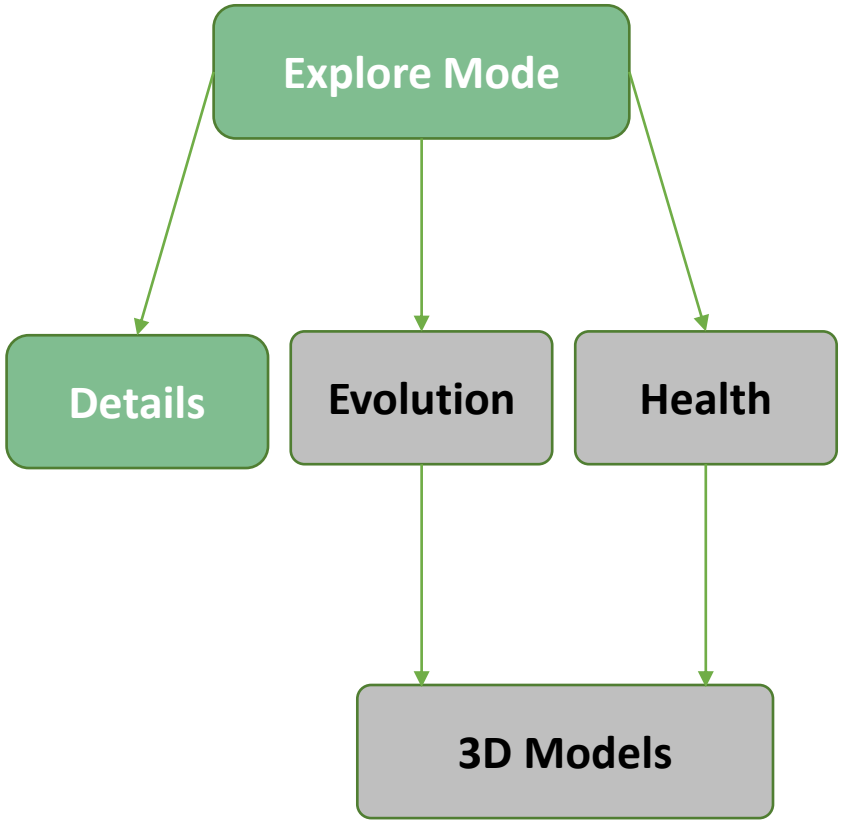

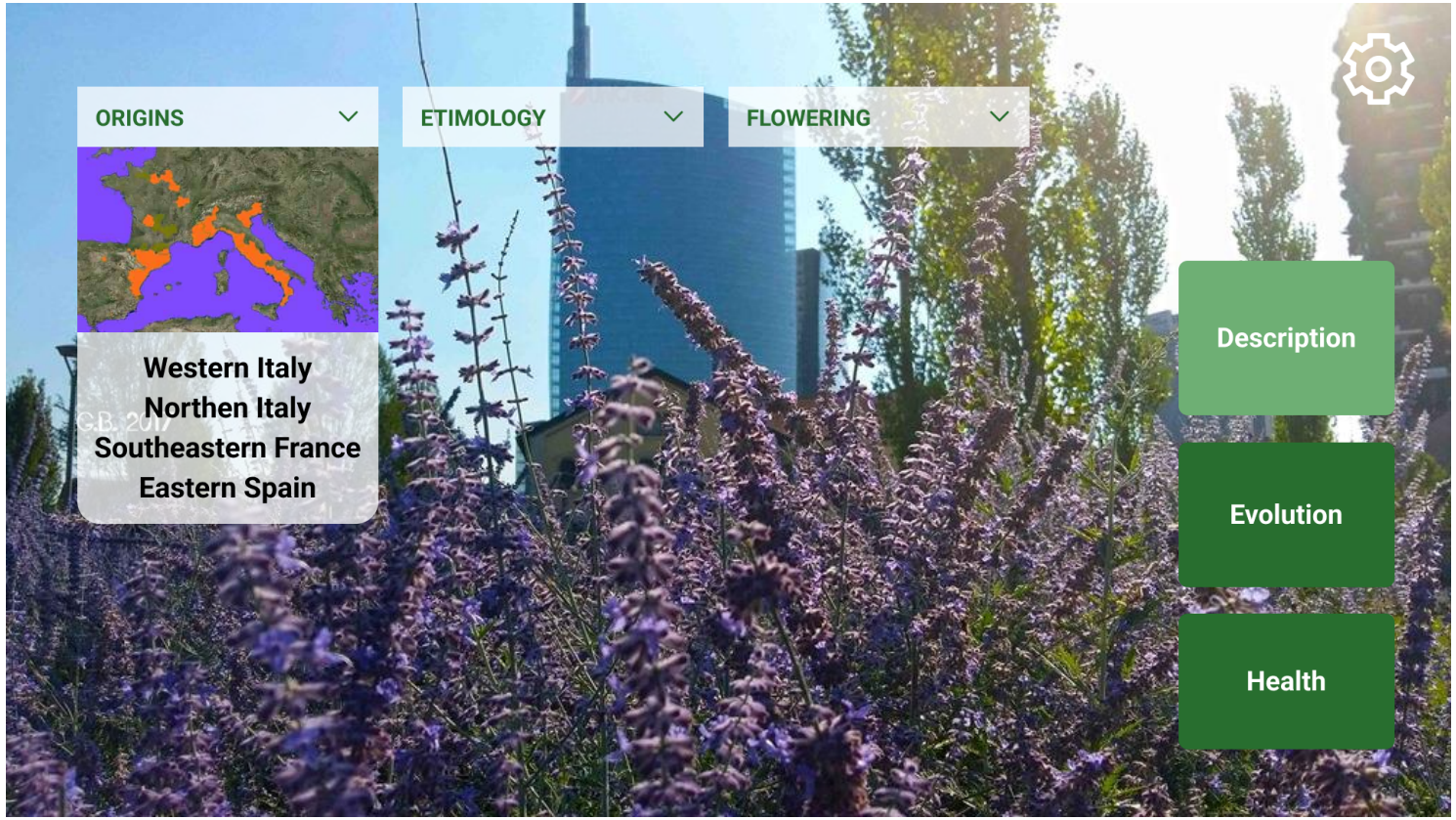

Scenarios

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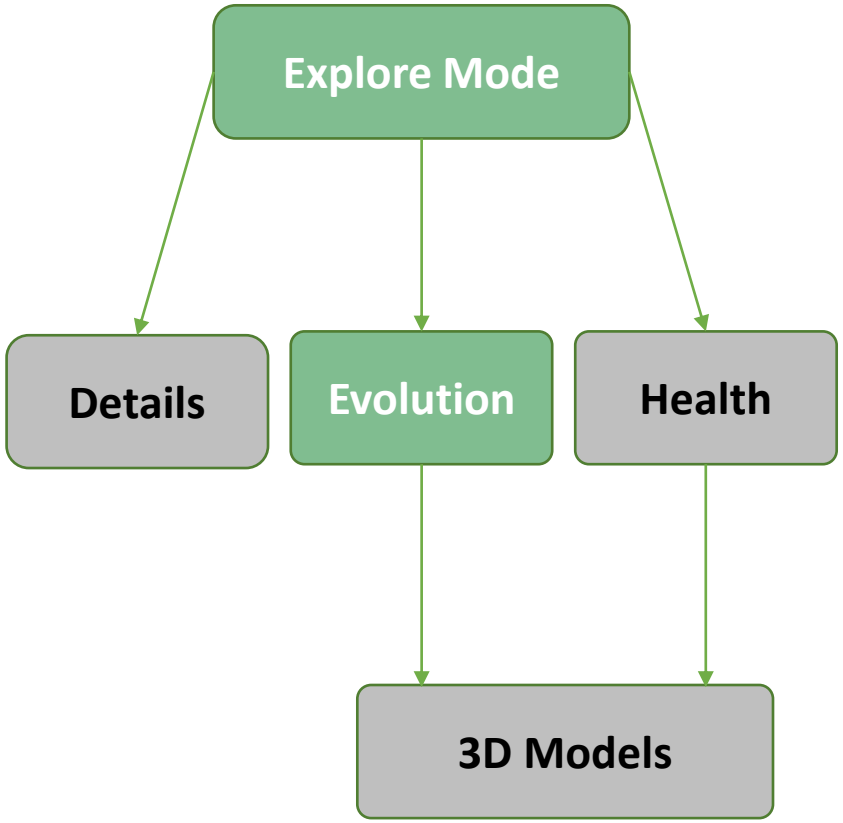

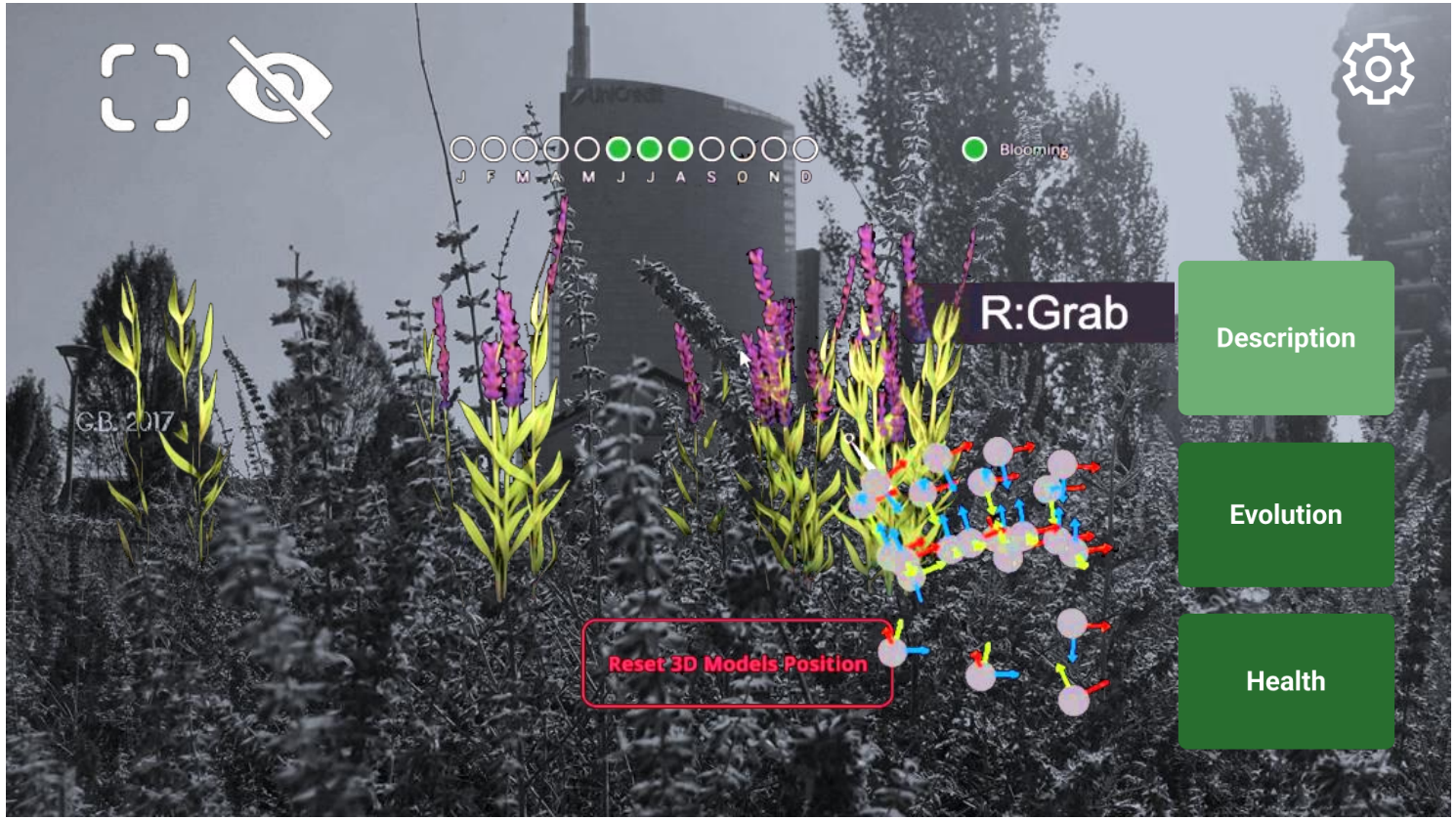

Scenarios

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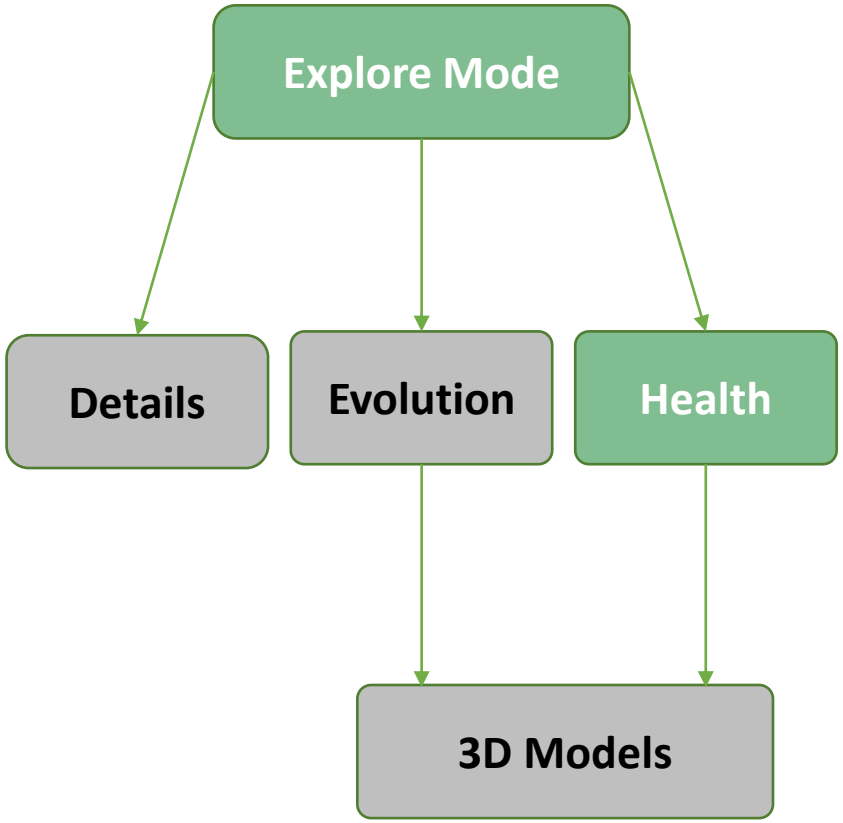

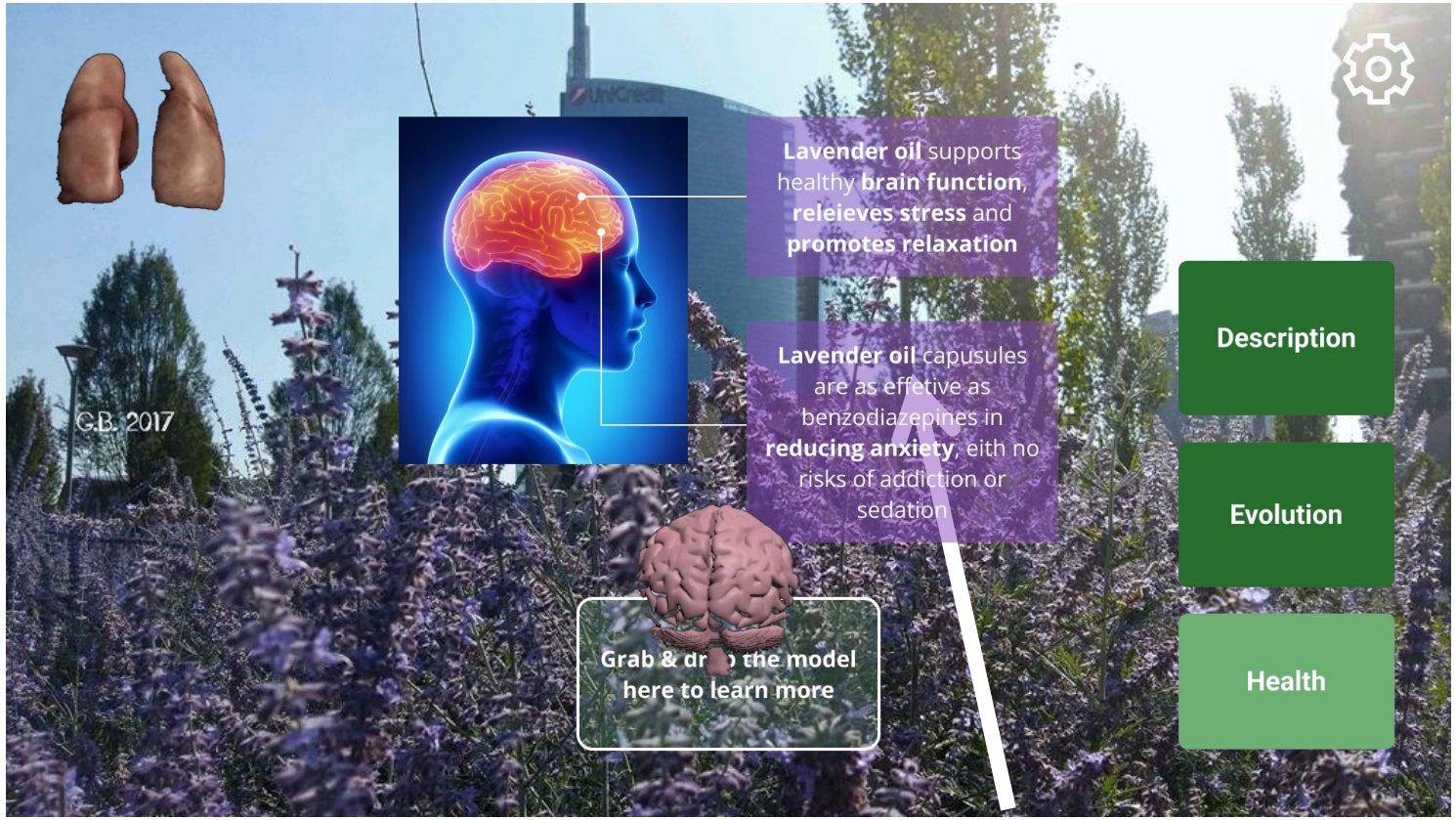

Scenarios

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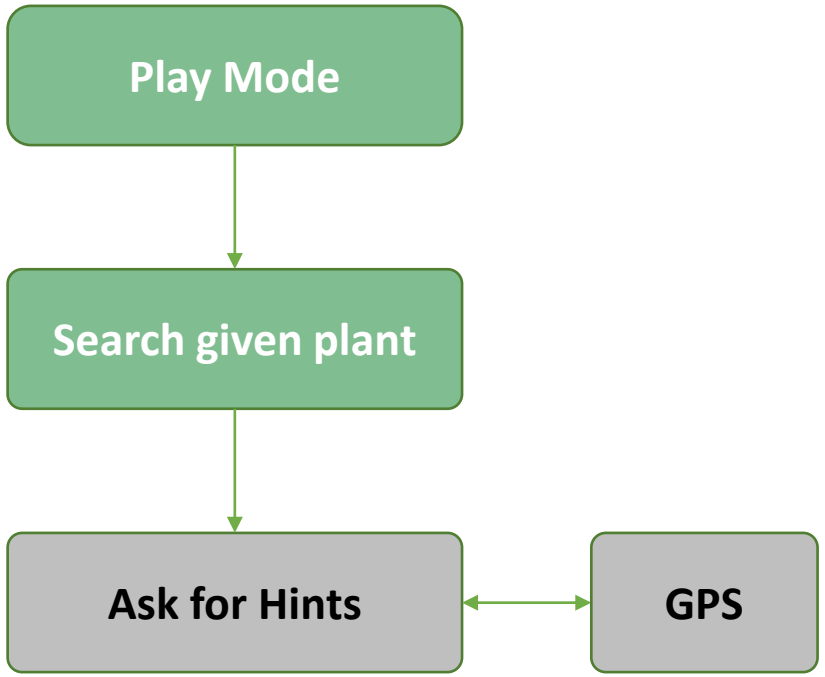

Scenarios

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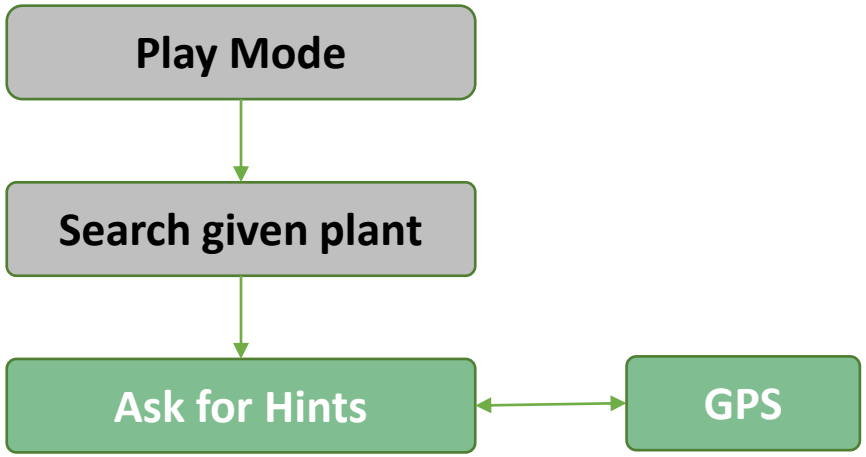

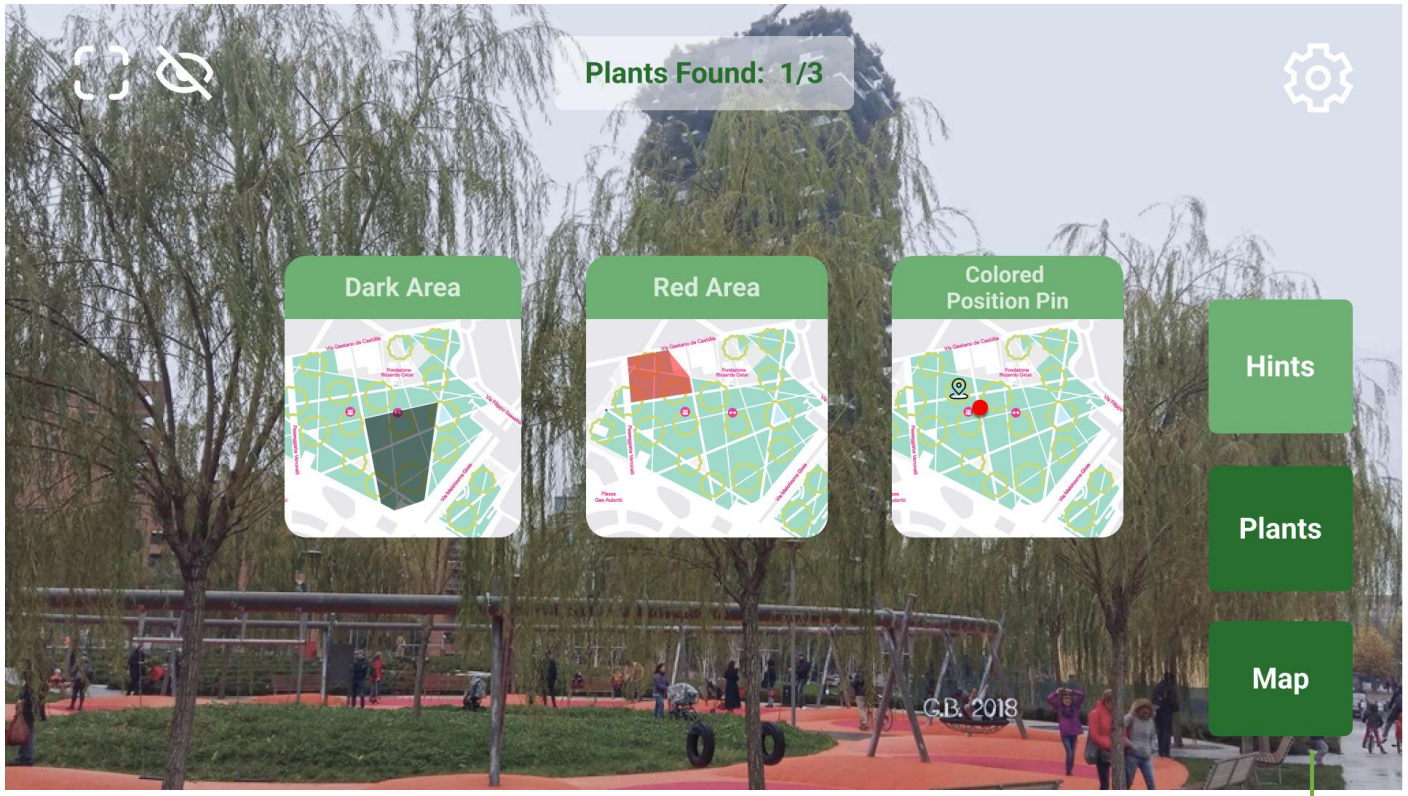

Technology

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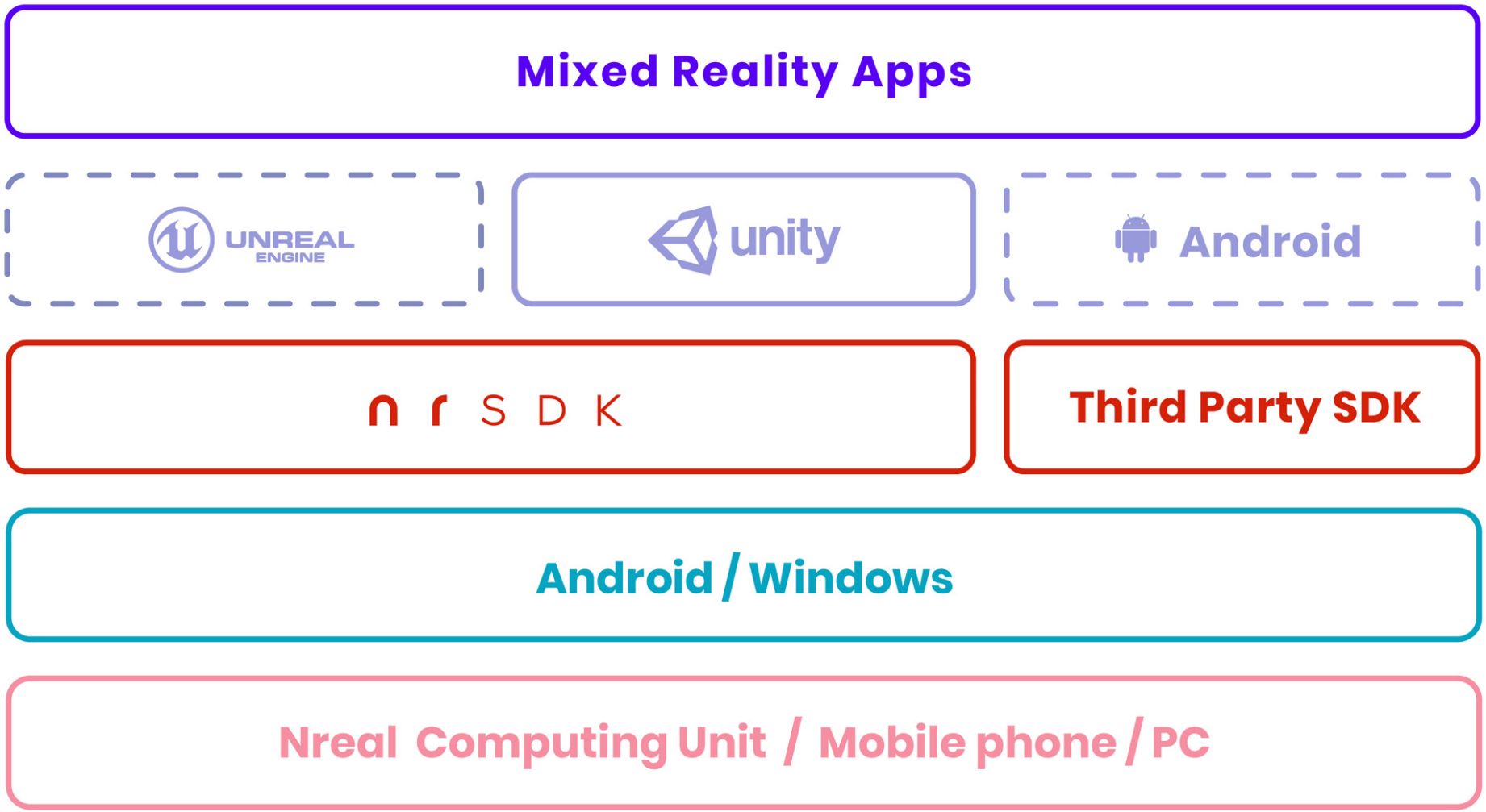

Solution

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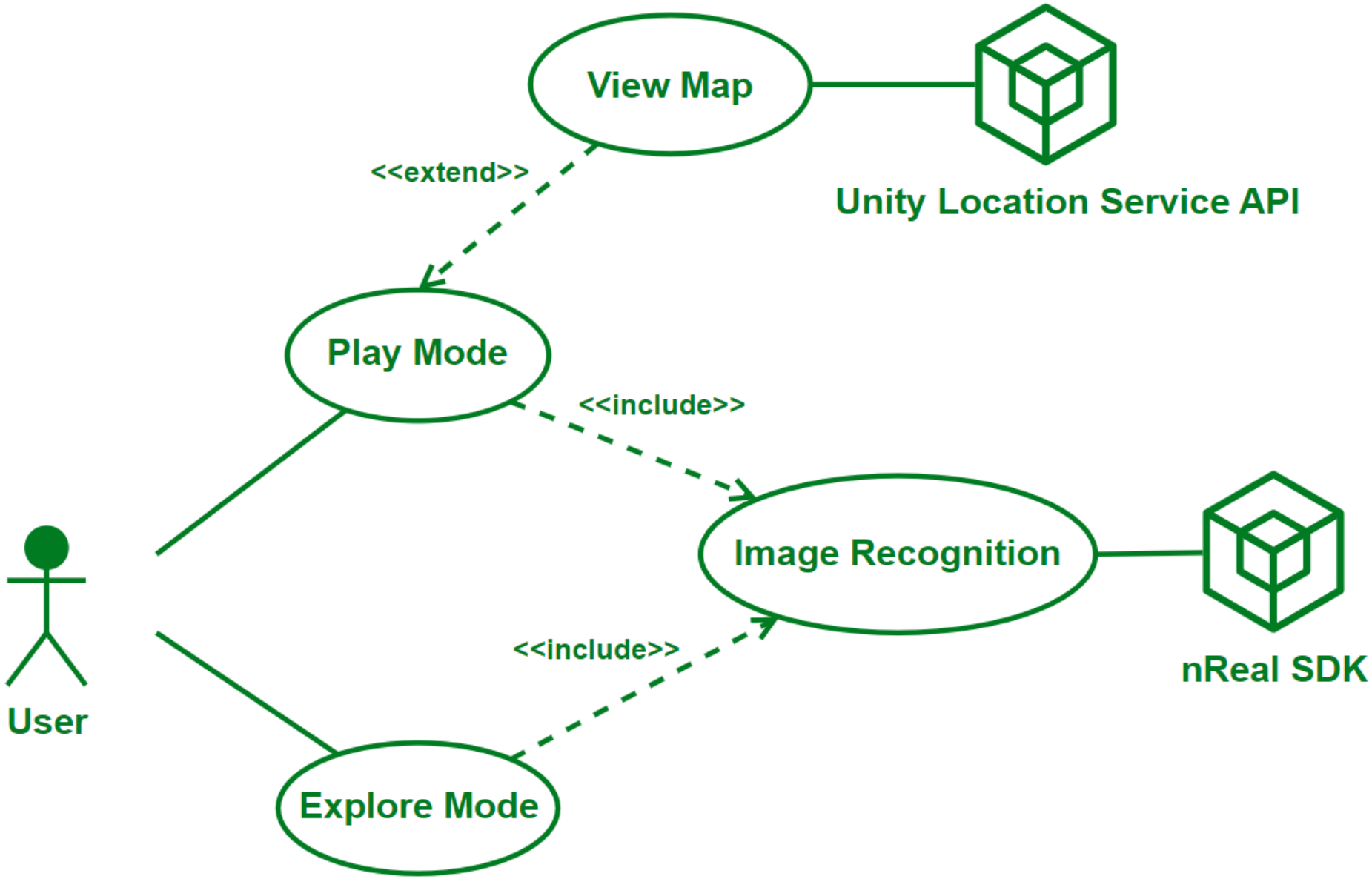

Empirical Evaluation

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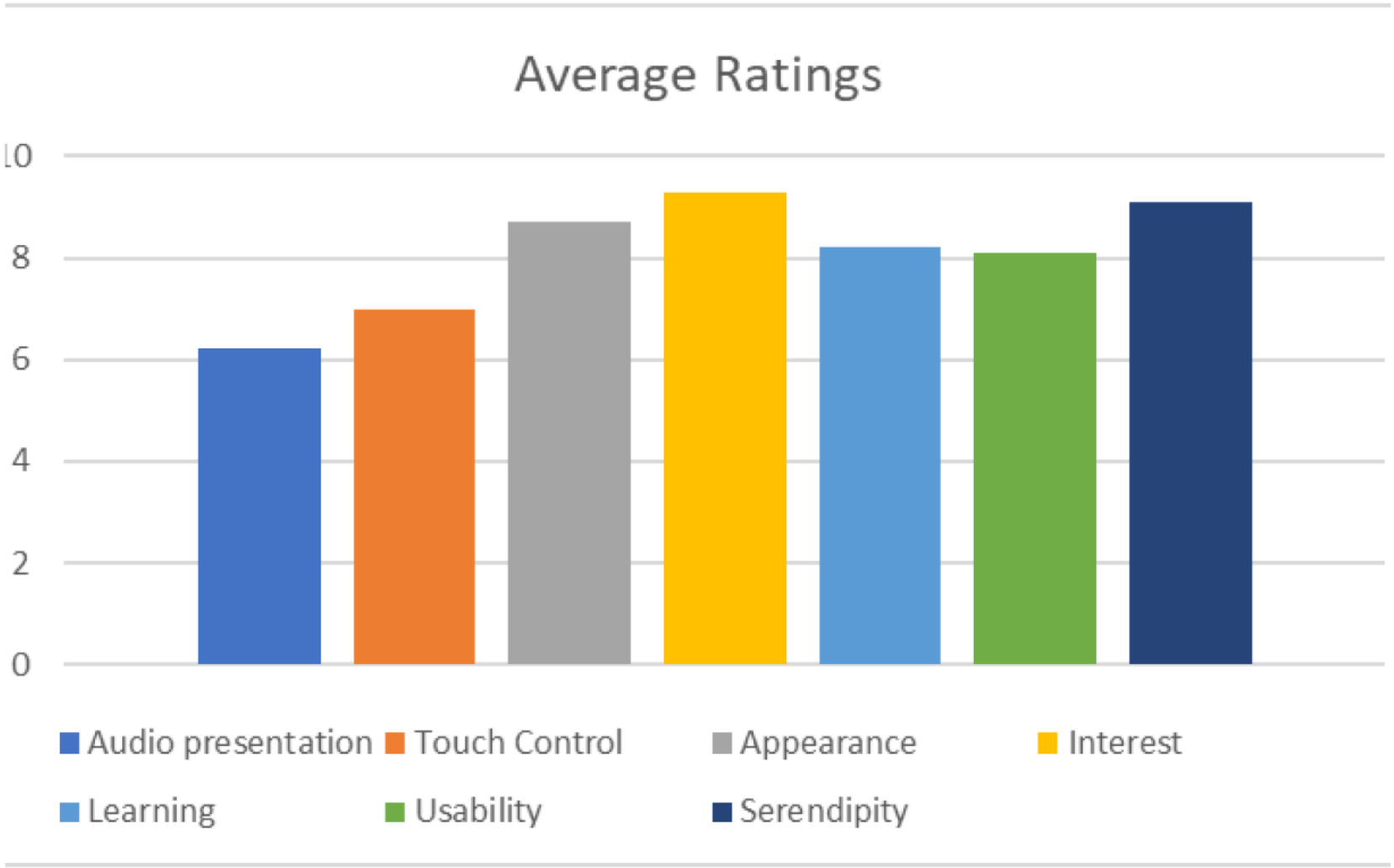

Average ratings calculated using the 10 testers' ratings

Value Proposition

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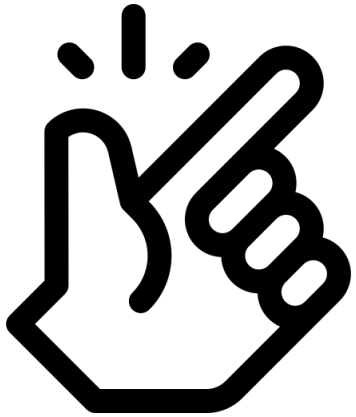
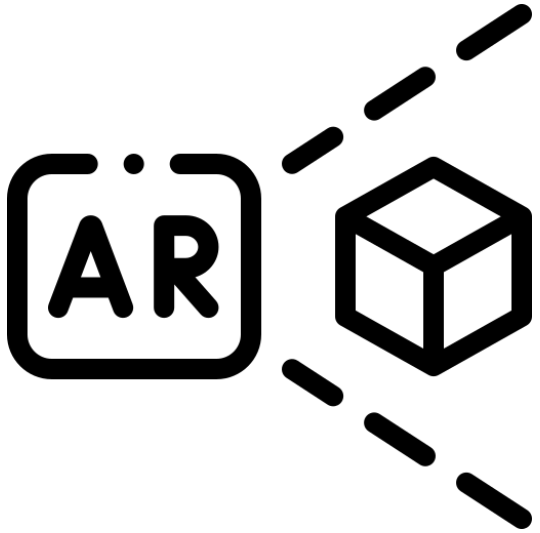


User-Friendly

Simple UI



Engaging Experience

3D Plant Models
Grab & Drop
Treasure Hunt

Future Work

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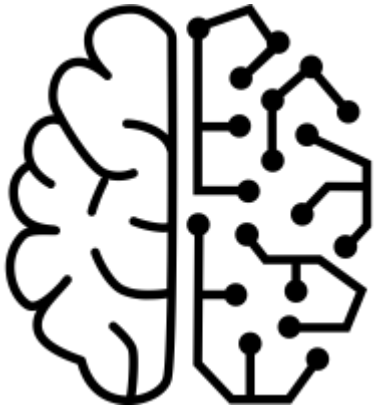
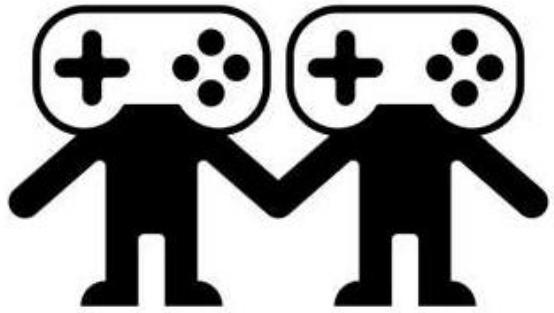


Plant Recognition

Deep Learning



Collaborative Game

Client-Server paradigm

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Not Just To See, But To Expand