Please provide a short statement describing your interests in the research topic, deployment of a research study, and/or UX research skills that you would like to develop.

I am very interested in this project because when I first heard about the metaverse and web3.0, it opened the door to a new world for me. In my spare time, I want to constantly learn about the information and knowledge about the Metaverse, and AR is the cornerstone of the Metaverse。There is an inseparable relationship that I hope to explore, so when I saw this project and opportunity relating to AR avatars, I had a desire to learn and participate in the research. I hope to have the opportunity to discuss this topic and collaborate with professors and fellow students with similar interests.

For the topic of "Application of Augmented Reality in Online Group Interaction", I thought about how during the zoom meeting, you can create a shared virtual environment. In this environment, you can upload the 3D model you want to explain to zoom, and then create an AR avatar to become the 3D model you want to explain. For example, for Apple, the animal avatars in facetime will move with your head, so we can try to use this function in zoom to replace these animals with 3D models, such as some 3D models (engines, clothes, shoes, etc.). You can control the rotation and magnification of these 3D objects with your head or body movements, allowing you to understand the specific appearance and structure of the objects being explained more clearly. This approach to AR not only adds to the appeal, but also the interactivity during the online meeting. The topic of augmented reality, in particular AR avatars, is what I desire to learn more about.