MART 220

HOMEWORK 14

Jean Carter

1. Create AR experiences with at least 3 technologies
   1. **Artivive** app – flower image gif created and linked via Arivive
   2. **EON XR** app – uploaded on phone, but couldn’t get examples to load so I could use them. Tried driving on Mars and the one that tours world famous museums. Didn’t try the health/human anatomy ones but they looked interesting.
   3. **Google Arts & Culture** app – Not on the course list, but looked like fun. I got the selfie with artwork function to work and finally figured out how to save the images so I could use them later. Apparently, I look like paintings of old men including a couple Chinese philosophers and my poor cat looks like a fish fossil. Again, it could be the cheap mobile phone effect.
2. Record or screen capture experience
   1. **Artivive** image submitted in github as jpg
   2. **Google Arts & Culture** Selfie (and pet) with artwork image from google arts submitted in github
   3. Never got the EON XR learning modules to open so no images. I un-installed it.
3. Write half-page discussion about how AR could be useful in future.

Augmented reality (AR) and related extended reality (XR) technology have several uses already seen and likely to be expanded in the future. For teaching subjects in which the objects under consideration are difficult to see or access, augmented reality could be used to guide the learner to focus on key aspects of an object, guide the learner to watch key movements or changes, and provide a way for a learner to potentially test impact of their actions. I am thinking specifically of human anatomy and physiology from intracellular processes and structure to organ systems to entire human structure and movement. The use of AR has an added advantage of being an instructional method that could be delivered remotely. This could be valuable when access to laboratory courses in not available. Additional roles for AR could be in a clinical setting where a patient or the caregiver needs to better understand a disease process, intervention, or caring for a patient (e.g., wound dressing changes, insulin administration, ostomies). The ability to create AR information for different age groups and in different languages is an advantage. A disadvantage in future use of AR, will remain limitations in the ability of the end user to see, hear or even access the technology. I focused on using AR for teaching and patient care; however, there appear to be many other potential recreational and work uses for the technology. It seems like the list that was posted on this week’s webpage had additional uses that I would not have thought of but I especially liked the one that described using AR during surgery (I am assuming robotic assisted surgery) so it can help with visualizing where intervention is needed.