Presentation Notes

Monday 10th December 2018

What is the concept? - JT

- Augmented reality navigation in museums on a mobile device
- Superimposing line onto user's device in real time with the user's device camera
- First came about in 1960s but gained recent consumer attention recently through Snapchat and games
- Two scenarios
  - Route user from A to B
  - Recognising artwork with user's camera

Who are the stakeholders? - Nick

- Museum visitors and staff
- Exhibit owners

What is there already on the market like your concept? - Nick

- Current solutions on the market cater well for basic navigation of large public spaces, but fails to display an even proportion of navigational and interactive content with will-presented data.
- Most museums use portable audio guides, one company provides bespoke solutions but difficult for people to use and setup
- Nothing specific for indoor museum navigation

Do you have any conceptual/functional prototypes? What did you learn from them? - JT

- Built three AR prototypes to research which library could help with implementation
- Overall, realised a lot of methods have already been created in AR library
  - Vulforia, ARKit, ARCore
- Three UI designs shown to stakeholders, positive aspects from all three combined into one

Do you have a functional and technical architecture? Briefly describe the core functional components and technologies to be used. - JT

- Use case model outlines different scenario
- Activity model outlines the flow of the system
- Technical arcitecture - MVC
- ARCore by Google
- Developed on Android using Java
- Core functional components
  - Route calculations
  - Superimposition
  - Suggestions