Using an Augmented Reality Cube-like Interface and 3D Gesture-based Interaction to Navigate and Manipulate Data

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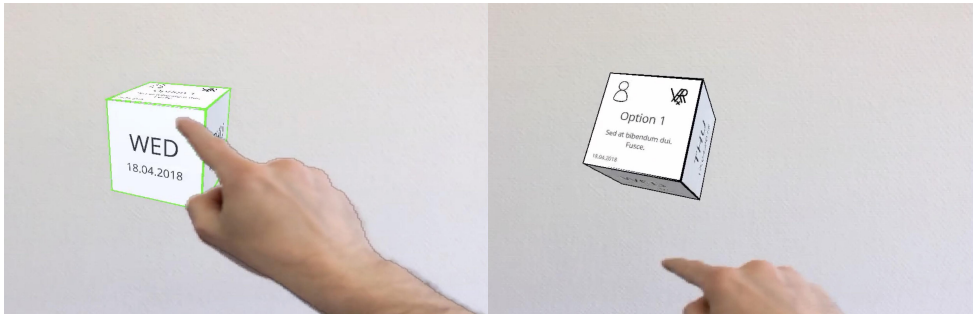
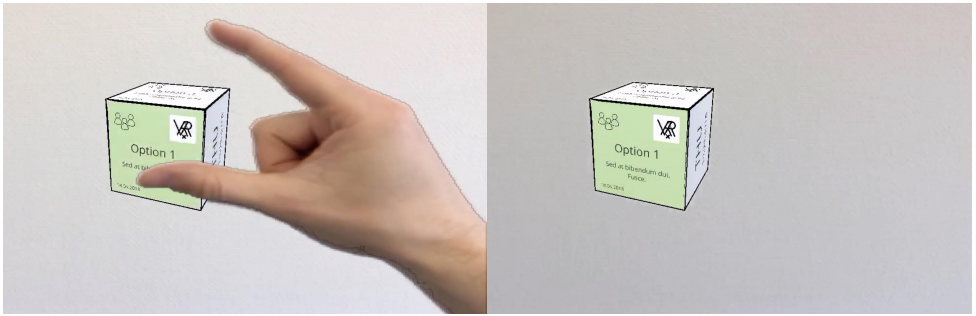
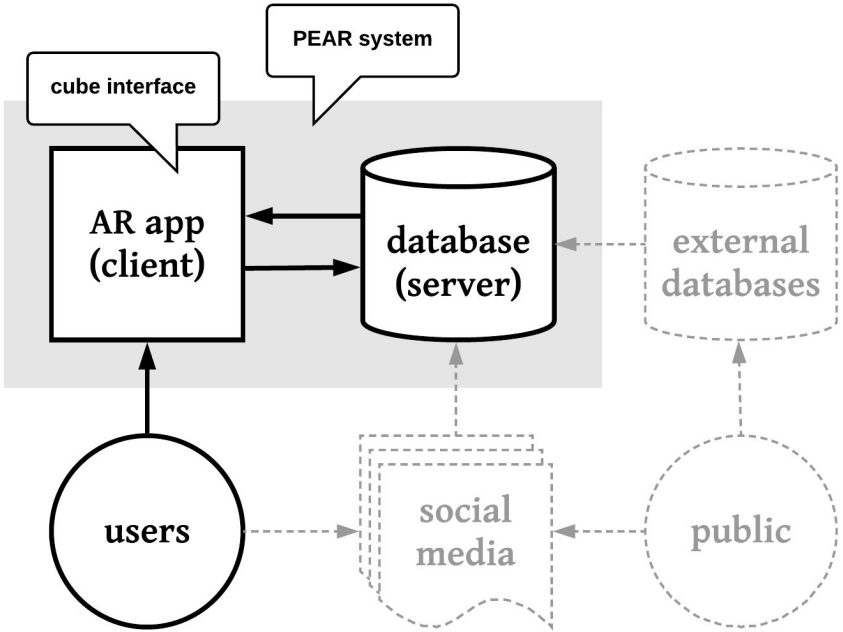


Touch and rotate to explore data.

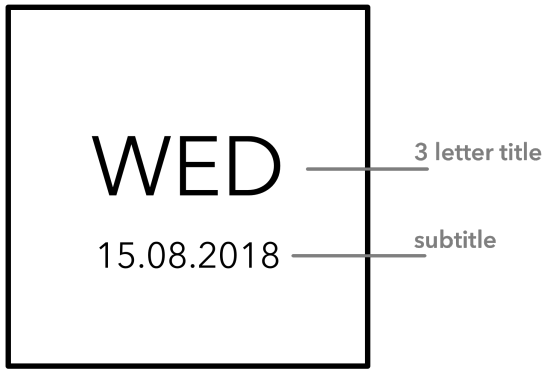


Use gestures to interact (make selections).

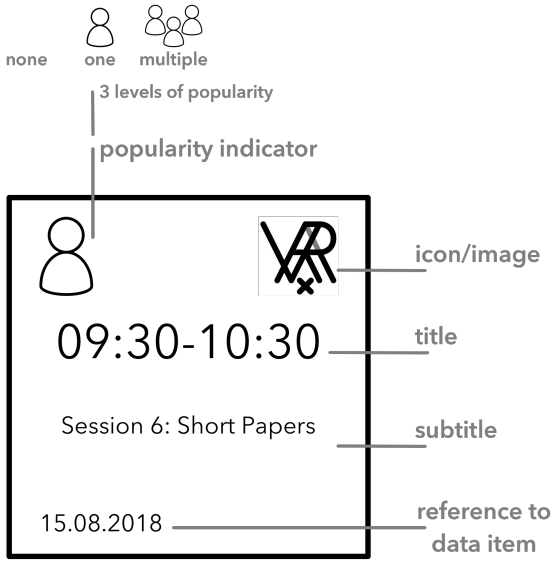


The PEAR (Augmented Reality for Public Engagement) framework. Only the highlighted components and interactions are implemented in the prototype discussed in this paper. The cube interface is part of the AR client application. "Public" in this context refers to persons that do not directly interact with the system, but can influence the database indirectly.

"We are interested in not just using AR as *the* interface, but rather to develop interfaces *within* it."



Horizontal dimension.



Vertical dimension.

An example of graphical design of the cube's faces. The horizontal dimension represents a "date" (in day units), and the vertical dimension "time slots" (in hour units).