Abstract

This paper proposes an application for real-time object recognition using information, concerning the object, obtained from a spoken and/or written source and a mobile phone. The mobile device avoids the communication with the server and performs object detection and the identification is performed using various algorithms. The use of the server is claimed only as a device to obtain the information needed for the object recognition task. With a GPS we propose to verify the detected object by analyzing the data as presented by the server. To conclude we will present a working algorithm with a significant success rate to incorporate in the existing museum guidance application.

Keywords

Mobile object Recognition, Mobile Applications, Algorithms, Performance, Augmented Video, Augmented Reality, Mobile phone(s), object recognition, neural networks, museum guidance.