

## **Group Project Information**

### **Technical Description**

For the group project we decided to make an augmented reality experience similar to a scavenger hunt. Each member of the group is responsible for two locations across the York University Campus and choosing two models related to their locations. We used GPS locations-based AR because it was the best suited option for our project. At each of the chosen locations, there is a QR code that leads to the AR landing page describing the purpose and instructions of our project called Across York, a list of the locations and the names of the members in our group, Artist Reality.

### **Aesthetic Description**

The name of our project is Across York, as it fits into the theme of finding models across the York University Campus. The goal was to create an AR experience that was simple enough for anyone to follow the instructions but also create a fun experience. Therefore, we settled on the idea of a scavenger hunt, as the rules are very universal, and it is a fun activity. We chose to have the models be related to the location to serve as both a visual representation for the location and be a guide for students who have not been to those locations before.

### **Customization of AR**

For our project, the AR is customized to fit our technical and aesthetic choices. One of the customizations is in the concept. Our customization reflects our concept of a scavenger hunt. Typically, in a scavenger hunt you are given a list of objects to look for, but we put a twist on the scavenger hunt by providing a list of locations for where the models can be found. The models also affect the customization. Instead of having random models, we chose to incorporate models that represent the area they are being displayed at. For example, at the York Lane, a model for food is chosen as there are a variety of food options available there. The experience we are trying to create is both simple and fun. The simplicity ensures that everyone can understand and experience our AR in a fun and engaging manner. The expected experience is to choose a location for our list of provided locations. The participant will then go to their chosen location and find the specific area where the model is being displayed. When they find this specific area, based on GPS coordinates, the model corresponding with that area will appear in their camera.

## **Group Members and Contribution**

Haobin Alturo Chen Liu

- Locations: Vari Hall, Life Sciences Building
- Models and Coordinates for Respective Locations
- AR Landing Page Redesign, Formatting and Logo
- 3D Model Loading Test
- Project Testing for Video and Photo Documentation

Raju Sivanantham

- Locations: Sound and Moving Image Library, Joan and Martin Goldfarb Centre for Fine Art
- Models and Coordinates for Respective Locations
- Gathered and Implemented Original Pages Setup Code
- Final Project Idea

Mohammed Mawi

- Locations: York Lanes, Aviva Centre
- Models and Coordinates for Respective Locations
- 3D Model Loading Test
- Camera Fix and Test
- Created and Tested QR Code
- Coordinate Implementation into Code

Sarika Patel

- Locations: Lassonde Building, Bennett Centre for Student Services
- Models and Coordinates for Respective Locations
- AR Landing Page Formatting and Content
- Model Implementation into Code
- Group Project Information Document
- Project Testing for Video and Photo Documentation

Basma Gado

- Locations: York University Station, Scott Library
- Models and Coordinates for Respective Locations

## Model References

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