Summary 1:

Towards the Web of Augmented Things

Similar to the existing ideas of WoT (Web of Things) and VEoT (Virtual Environment of Things), recent advances in AR technologies brings up the idea of WoAT (Web of Augmented Things), which is much less discussed. WoAT envisions the development of augmented reality systems as Things in imposed on to the real world. The concept of AW (Augmented World) is introduced to help build this vision. AW is a software application that enriches the functionalities of a particular physical environment through AE (augmented entities) objects located in space that other entities, such as the user may interact with. AW and AE are characterized by spatial coupling, holograms, discovery and observability, physical embedding, and brought together through human user interaction. WoT introduced the key idea of defining a common application level for IoT (Internet of Thing) based protocols and tools. Similar ideas could be exploited for WoAT smoother integration of AW into WoT concept. WoT could be easily expanded to WoAT with the addition of an AR layer, which can be achieved with specific infrastructure support for the specific abstractions of WoAT and client side libraries for AR experiences.

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