**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.

**BibTeX:**

@INPROCEEDINGS{7893353,   
author={O. Basting and A. Fuhrmann and S. M. Grünvogel},   
booktitle={2017 IEEE Symposium on 3D User Interfaces (3DUI)},   
title={The effectiveness of changing the field of view in a HMD on the perceived self-motion},   
year={2017},   
volume={},   
number={},   
pages={225-226},   
abstract={The following paper investigates the effect on the intensity of perceived vection by changing the field of view (FOV) using a head-mounted display (HMD) in a virtual environment (VE). For this purpose a study was carried out, where the participants were situated in a vection evoking VE using a HMD. During the experiment, the VE was presented with different FOVs, and a measurement of the felt intensity of vection was performed. The results indicate that a decrease of the FOV invokes a decrease of the intensity of perceived vection.},   
keywords={helmet mounted displays;user interfaces;virtual reality;FOV;HMD;VE;field of view;head-mounted display;self-motion perception;virtual environment;Atmospheric measurements;Particle measurements;Psychology;Resists;Three-dimensional displays;Virtual environments;field of view;head-mounted display;perception;user studies;vection;virtual reality},   
doi={10.1109/3DUI.2017.7893353},   
ISSN={},   
month={March},}