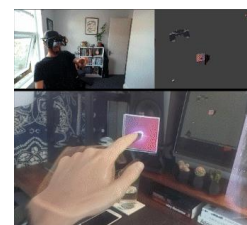
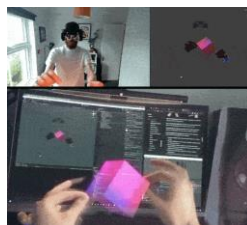
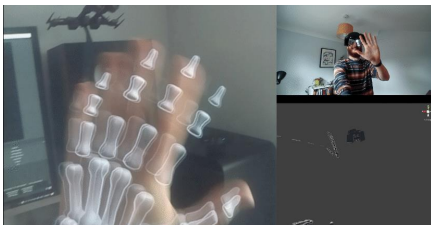


**Augmented Reality Experiences with Project North Star: Pilot Iterative Design  
RECRUITMENT EMAIL**

**Subject:** [Looking for participants] Take part in an immersive audio-visual Augmented Reality study!

**Introduction**

Hello! I am a music technology PhD student in my 2<sup>nd</sup> year in the School of Media, Arts and Humanities. I am currently looking for a **diverse** and **inclusive** range of 8 participants who would be available during [August and September] to **individually** user-test prototyped Augmented Reality experiences that deliver creative and expressive audio-visual content.



**Details**

The study would take place on **campus**, would take **45 minutes** to **1 hour**, and would involve a brief questionnaire, a tutorial, a “free-roam” in the 3D AR audio-visual scene, followed by an informal interview of your experience. You would be compensated **£15** for your time, in the form of a [x]. Taking part in this study would also be a great opportunity for anyone who has not yet experienced AR/VR technologies which are often prohibitively expensive.

**Context**

Typically, these technologies focus on visual experience of layering virtual objects. [My PhD](#) aims to resituate AR as a sensory experience that not only aims to layer objects onto our real world, but mix, diminish, and extend our reality through multisensory scenes.

The headset being used, Project North Star, is an open-source, community driven project that aims to make cutting-edge hand/head/body tracking in AR readily available at a cost that is not prohibitive for DIY hackers and makers. For audio, separate wireless bone-conduction headphones are utilised in order to blend real-virtual auditory perception.

**Augmented Reality Experiences with Project North Star: Pilot Iterative Design**

Thank you taking the time to read this email! I'm looking forward to hearing from you. If you are interested in more, binaural videos of what experience is like through-the-headset are on my [YouTube channel](#).

Sam

---

Sam Bilbow  
PhD Student in Computational Art & Augmented Reality  
Department of Music  
School of Media, Arts and Humanities  
University of Sussex