[The Augmented Telegrapher at Porthcurno Museum](https://www.scienceopen.com/hosted-document?doi=10.14236/ewic/HCI2018.135)

A research done in 2018 with Microsoft HoloLens to find out which UI would be easier to work with in AR found that users should be given time to learn how to use the HoloLens before they are asked to perform more complex tasks. They also acknowledge that prolonged gesturing can lead to fatigue.

Another research between tangible and gesture-based interface in AR devices citing the research above also came with the following conclusion

- Using the tangible interface is preferable in contexts that are either time-sensitive or accuracy-sensitive.

- Interim feedback, such as visuals cues mediated by the mixed reality, are likely necessary to reduce the interaction gulf.

- and the gesture-based interface might see improvement by carefully positioning visual elements according to field of view, whilst also devising alternatives to a gaze-based cursor.

Galleries - auctions, mini games, more info

Libraries - app to scan and read, options to borrow physical copies with credit score inbuilt.

[The Experience “Mondrian from Inside”. An Immersive and Interactive Virtual Reality Experience in Art](https://link-springer-com.libproxy.abertay.ac.uk/chapter/10.1007/978-3-030-87595-4_20)