

## Background Research

For my background research process, I spent some time figuring out what exactly augmented reality is and the potential it has, as I have only heard the term in passing and have never inquired about a formal definition. I have heard more about virtual reality, which I think is incredibly interesting, but not quite applicable to a project that I would be interested in doing for this class.

I found that the term “augmented reality” refers to computer-generated content that can be triggered by an image or location in real life, and it involves overlaying the computer generated content. It is innovative and responsive, providing a richer experience for a user in a variety of fields. I want to focus specifically on education, resources and location finding with an emphasis on the UC Davis campus. For this, I believe I would need to have an accessible database, integration with google maps, and an interactive interface that uses images and location to trigger the content.

To accomplish this, I think it would be useful to research more about Google Maps APIs, which I found a little information about regarding the pricing and the various platforms I can build my application for. In addition, I explored a bit about the form by looking at other apps that use augmented reality, in which I focused on Layar and Blippar, two apps that I could really learn from as they have similar functions to what I want to accomplish. I think I want to develop a mobile version of my project first, and then think about whether it would be appropriate for a desktop. For my interface, I want to incorporate a grid layout with menu options that roll out around a large window that incorporates the phone’s camera, which will be the central element in the design.

## Works Cited

<http://www.enginecreative.co.uk/insights/unlocking-potential-augmented-reality>

<https://developers.google.com/maps/?hl=en>

<http://www.tomsguide.com/us/pictures-story/657-best-augmented-reality-apps.html>

<http://www.psfk.com/2012/11/bluetooth-connected-gloves-control-smartphone.html>