

Applied Augmented Reality in Educational Purposes

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2015

AR Systems

Ronald`s T. Azuma characteristics of AR systems are as follows:

- 1) To combine real and virtual objects
- 2) To interact in real time
- 3) To work in 3D enviroment

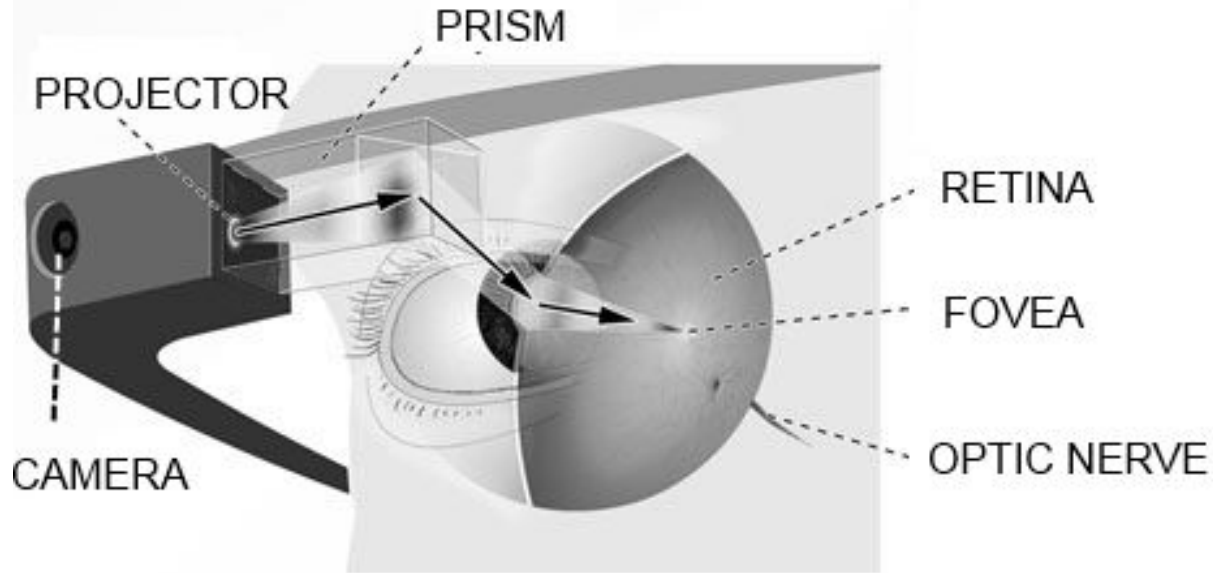
A way to augment reality

- see through HMD
- see native, project virtual to the eye
- see native, generate virtual objects on surface of real

See through HMD

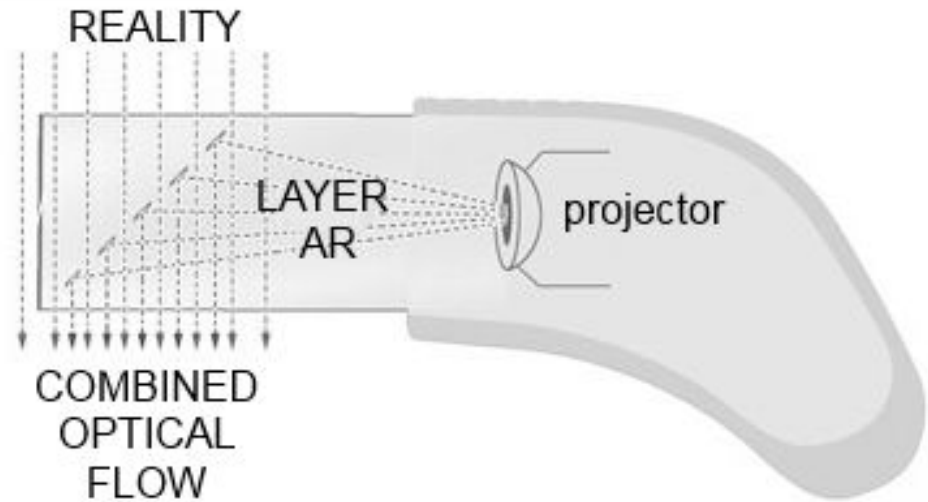


See native, project virtual

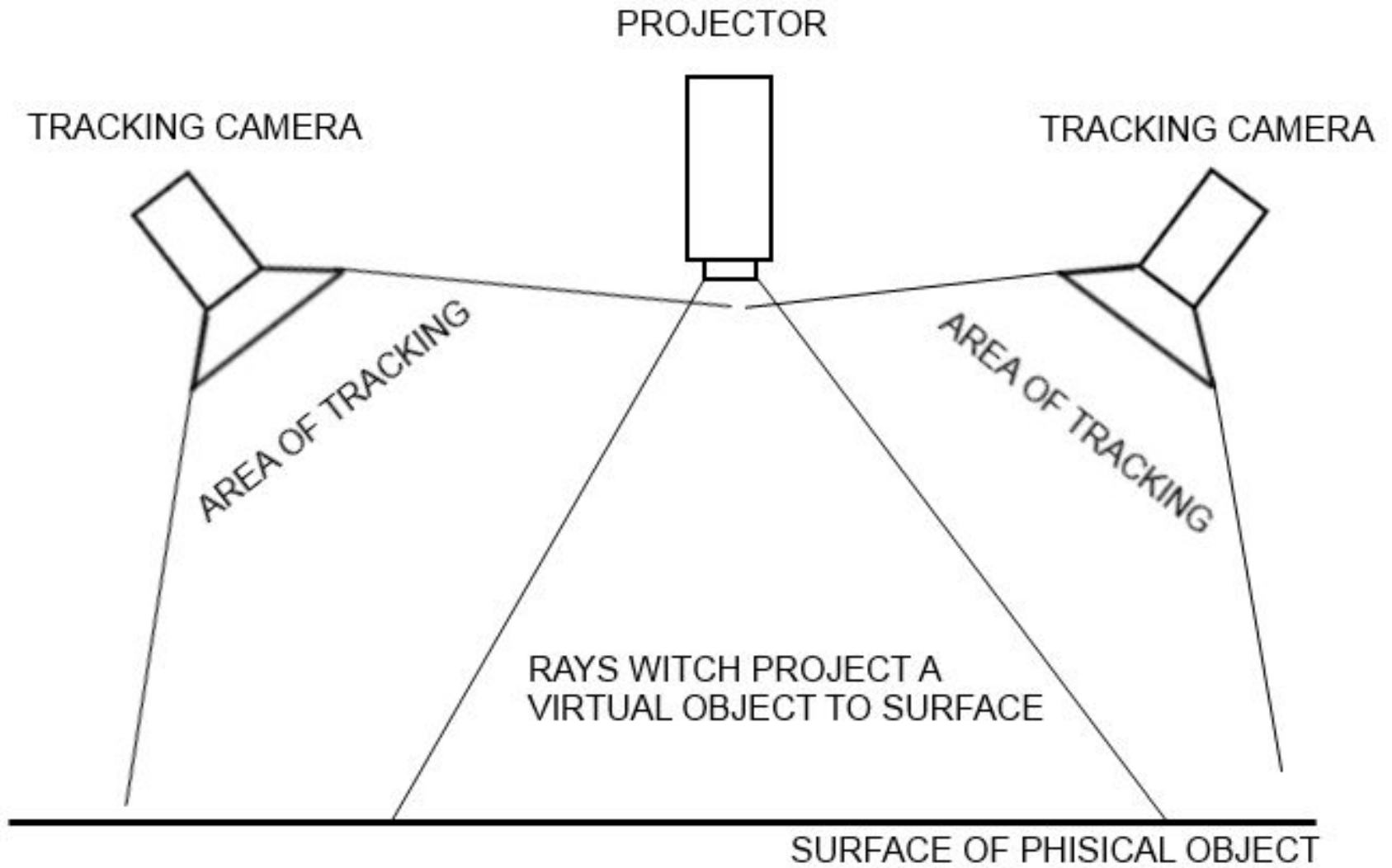


REALITY

LAYER AR



See native, generate virtual



Actuality

- Our society needs a tool to faster train professionals – augmented reality can be a valid helper
- Nowadays educational process requires knowledge from other field of science and requires a modern technologies to be used
- Interest to Augmented Reality and Computer Vision technologies increased for last years
- Using Augmented Reality in every day life can give many benefits

Problems of classical education

- 1. You learn subjects that not interested for us.
- 2. The educational program often is old and not actual
- 3. You can't obtain individual approach
- 4. You don't determine a speed of your education

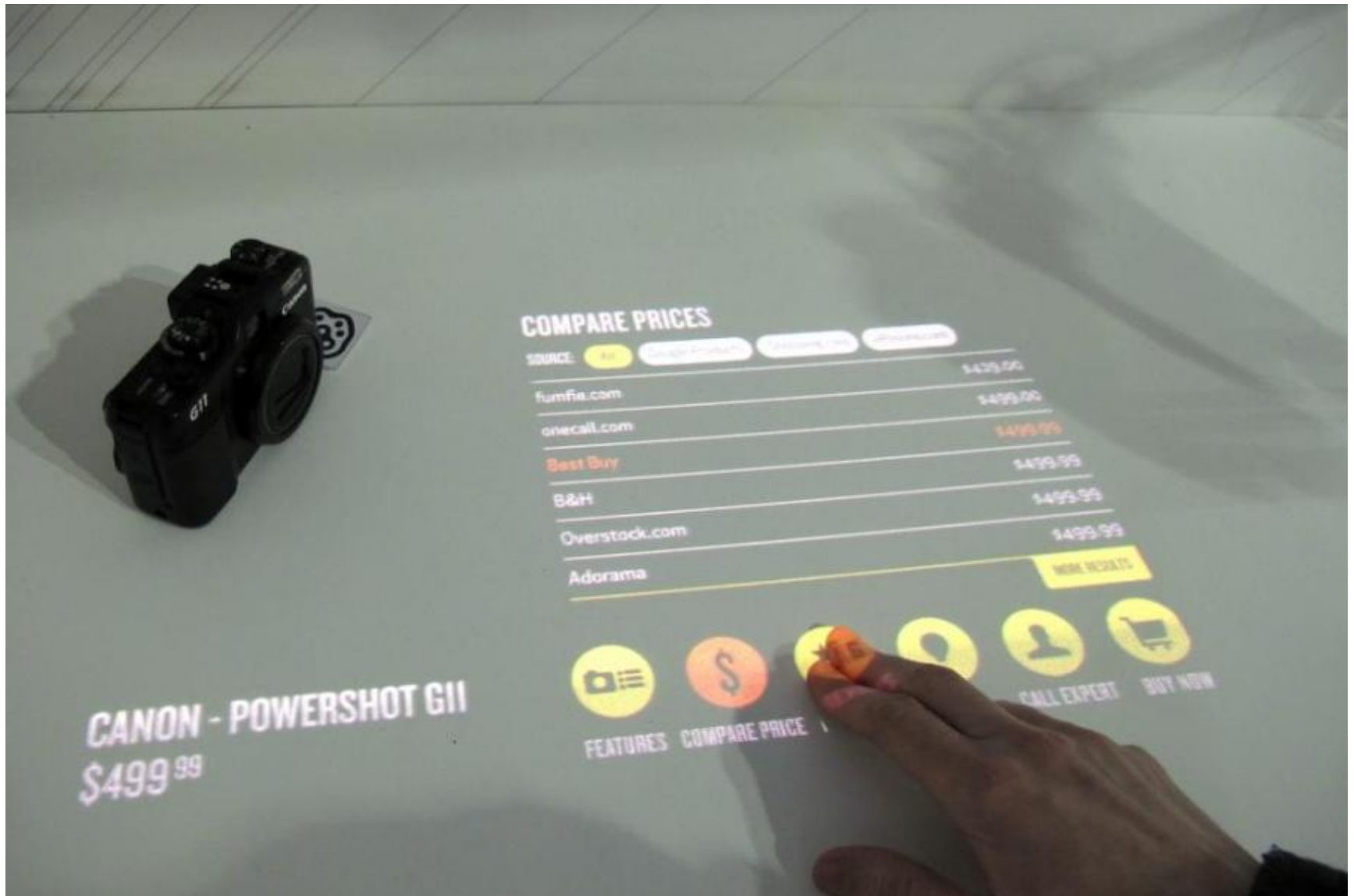
AR based solution

- You can learn everywhere
- You can get immediate feedback from a subject you are learning.
- AR system visualize data..
- AR system can get you individual educational program

Conclusion



LuminAR



LuminAR

