AR use cases proposal

• To extract concrete components
• Determine which components in common
• Prioritize focus for future work
• Three “Generic”
  – Guide
  – Create
  – Play
Guide

• A system which leads the user through a process involving real world
Create

- A system with which the user attaches/contributes a digital content “object” to or in the real world
Play

• A system which supports bi-directional interaction between users and the real world