

ISMAR 2017

Mixed and Augmented Reality Experience Capture Workshop

October 9, 2017



Perrey

Research & Consulting

Initiatives

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Communities

Enterprise and Industrial Augmented Reality

R E S E A R C H

October 9, 2017

Overview

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Workshop Scope (1 of 2)

- Components and/or systems, and architectures for MAR Experience streaming and capture
- Design, selection and integration of sensors for MAR experience capture
- Local power and processor management during MAR experience capture
- Compression during or following MAR experience capture
- MAR experience capture metadata



Scope (2 of 2)

- Novel visual interactions with archives of captured MAR experiences
- Network architectures for MAR experience capture and transport
- Components and/or systems for MAR Experience archive storage, replication, management and access
- Benefits and drawbacks of distributed architectures for MAR experience capture and management
- Policies and guidelines for MAR experience capture and management



Format: Talks and Discussions



- Three presentations

Title	Authors
ARLEM-based Augmented Reality System for Space Applications	Jaakko Karjalainen, Kaj Helin, Fridolin Wild and Carlo Vizzi
Synthesising Augmented Reality and Learning Analytics For Effective Workplace Learning	Peter Sommerauer, Fridolin Wild, Oliver Müller and Will Guest
A Wearable Hardware Platform for Capturing Expert's Experience	Puneet Sharma, Helene Xue, Tre Azam, Soyeb Aswat, Roland Klemke and Fridolin Wild

- Participant discussions after each presentation



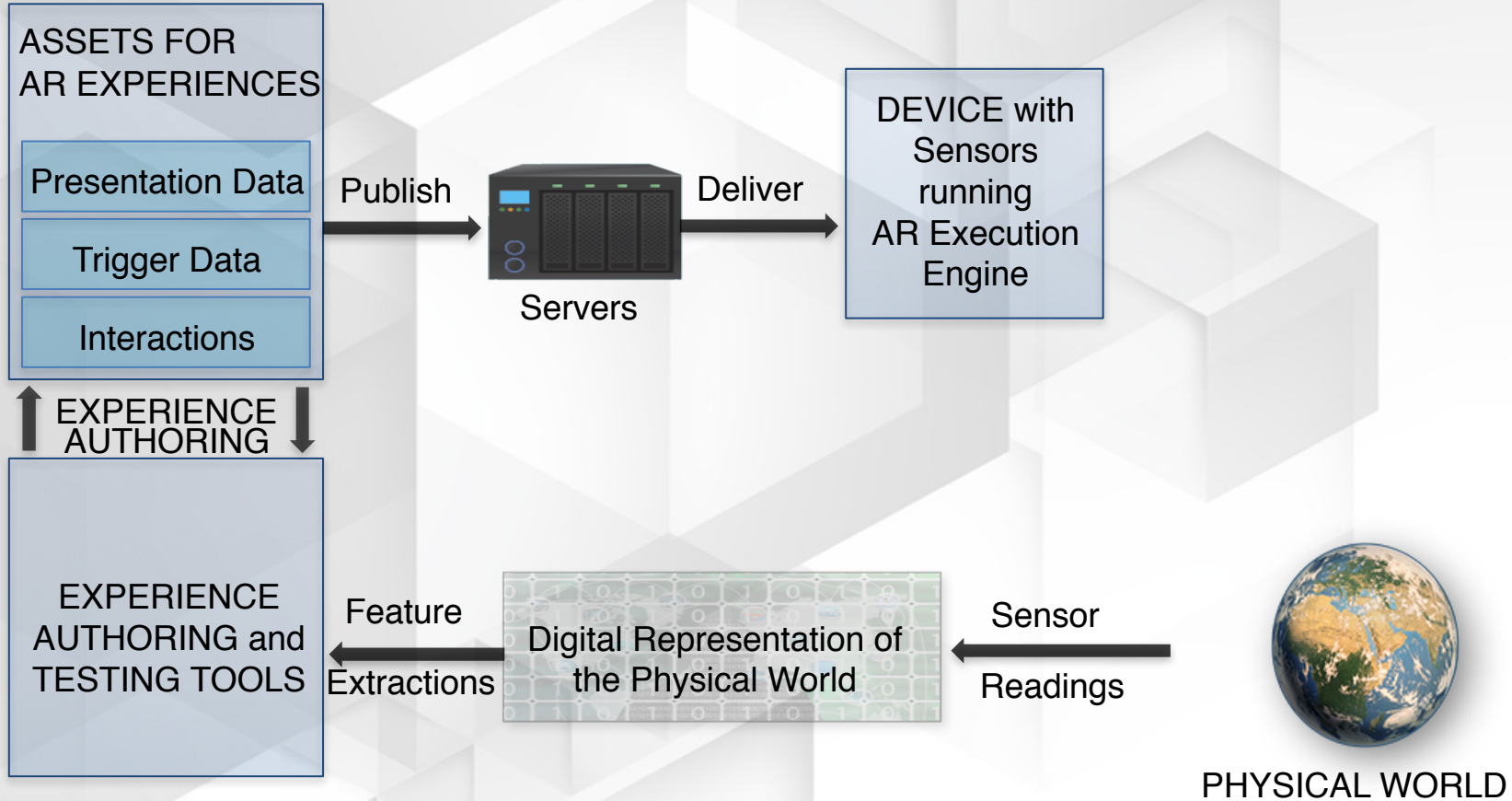
Definition of Terms



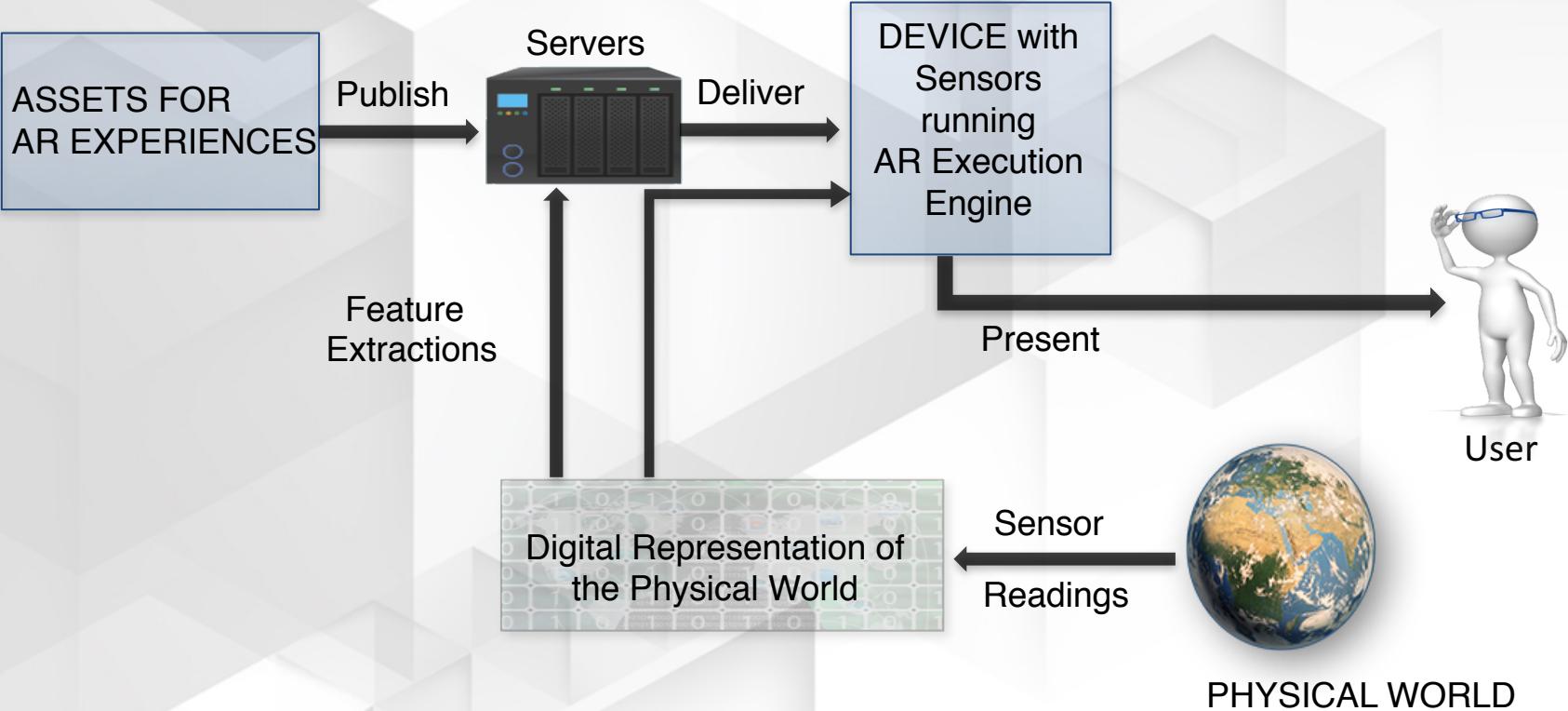
What is MAR Experience Capture?

- Services, systems and/or architectures that permit users (or others) **to view and to record to digital media** a Mixed and Augmented Reality Experience media and metadata in real time and **to review and analyze** linear, time-stamped content (media and metadata) associated with a past Mixed and Augmented Reality Experience

Authoring, Publishing & Delivery



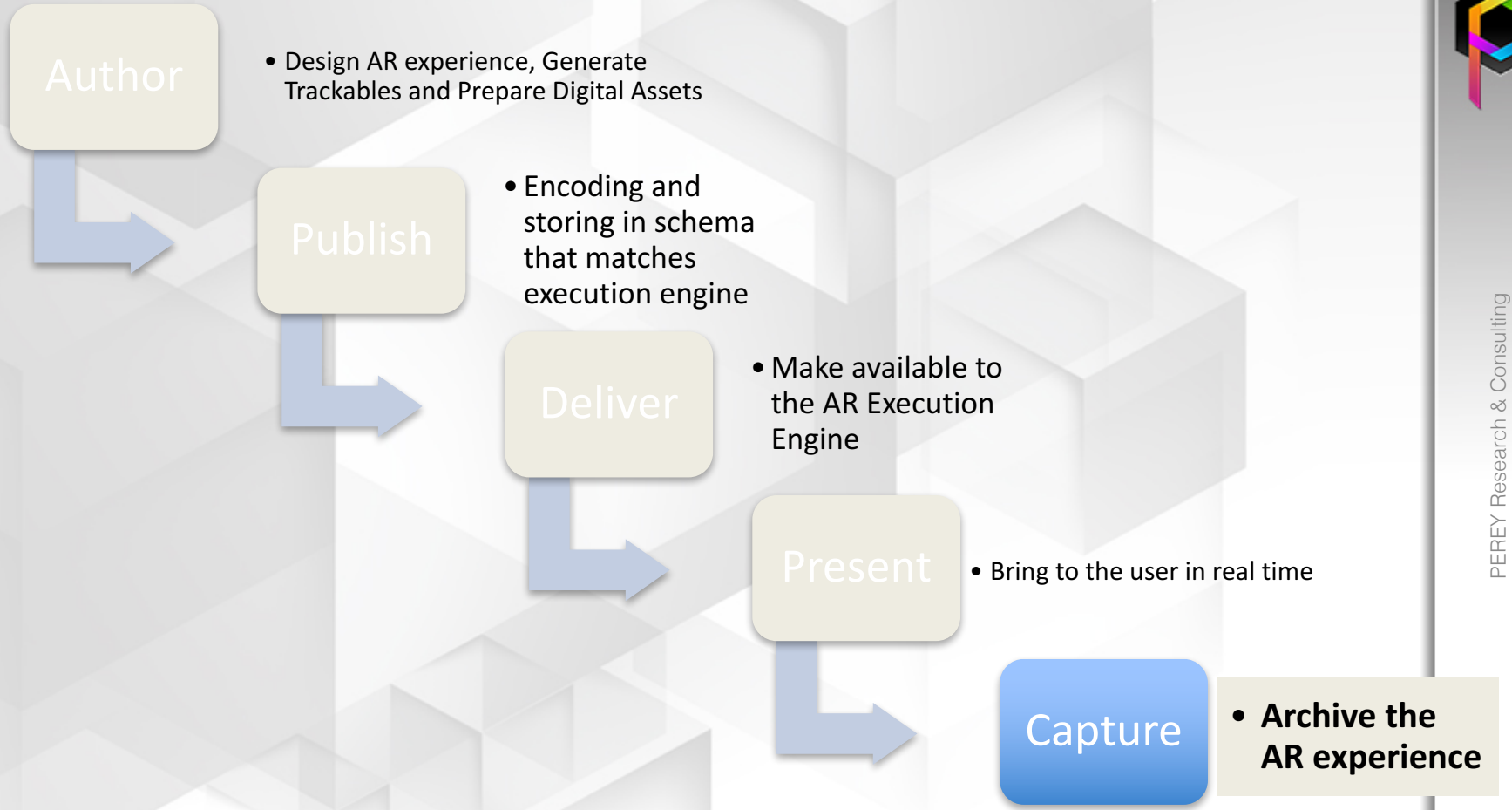
Presentation of AR Experiences



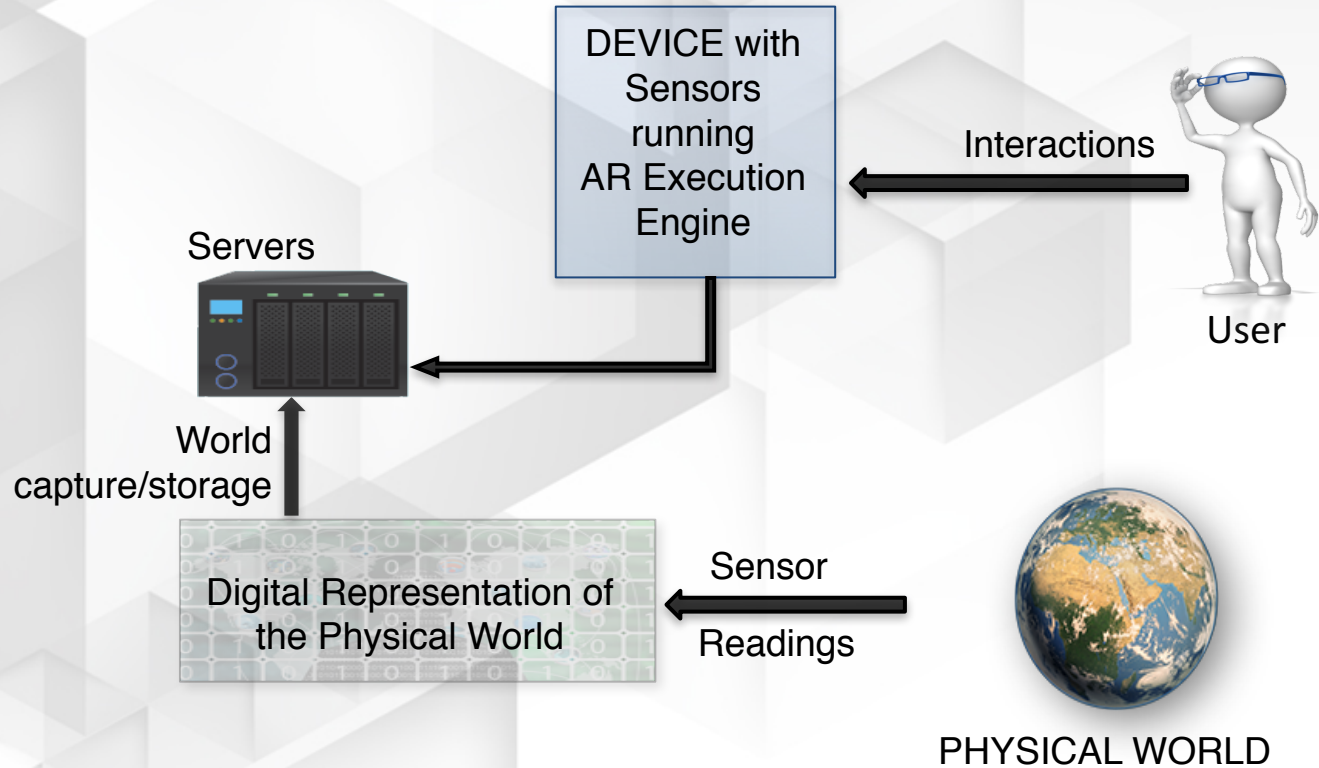


In addition to AR Presentation

- Using the same components combined with new software, the AR Experience and user annotations can be captured

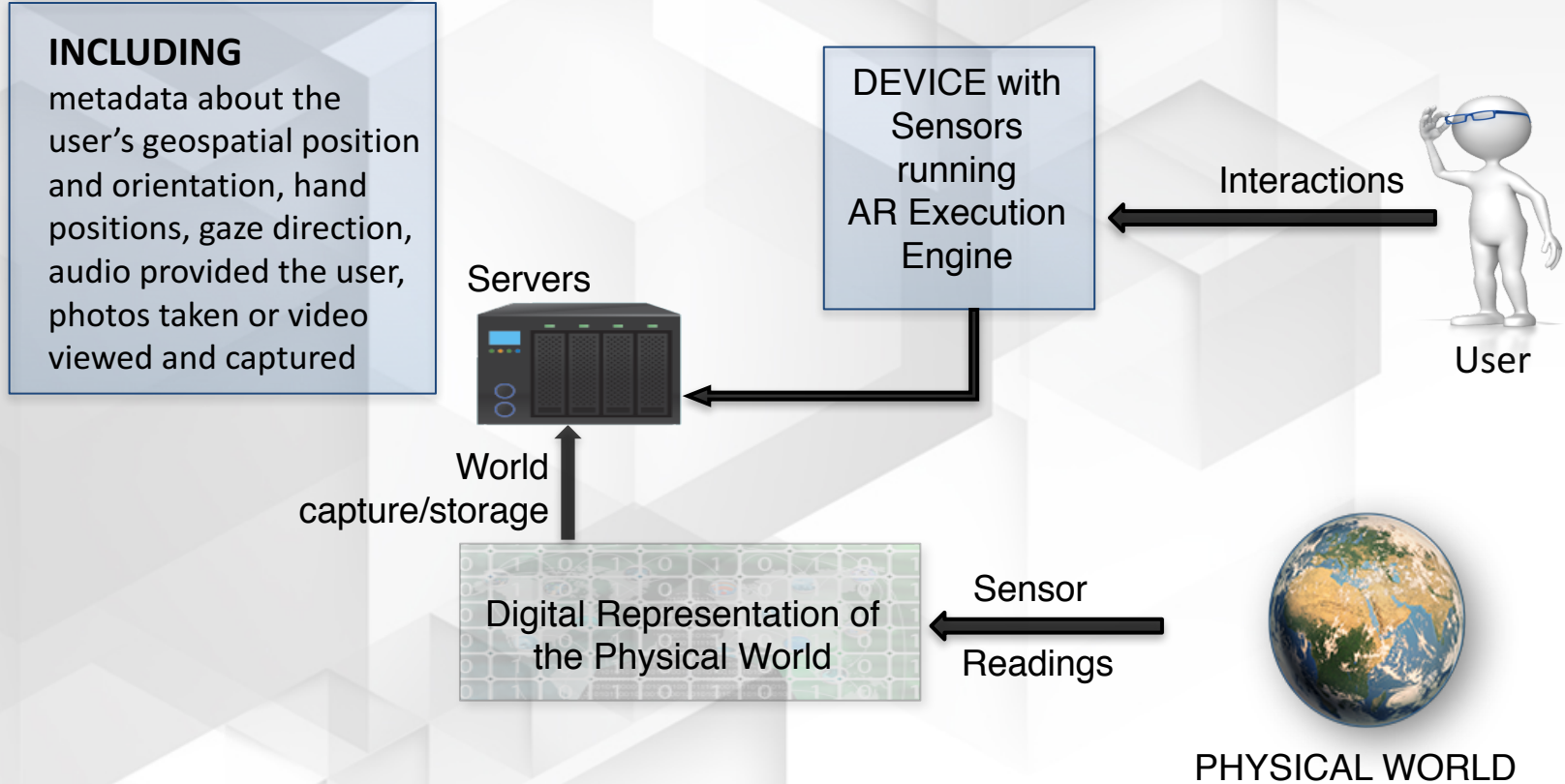


Capture/Logging of AR Experiences





Capture/Logging of AR Experiences



Use Cases

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Use Cases for Experience Capture

Enterprise	Consumer
Learning/training	Learning
Inspections and certifications	Entertainment/games
Process improvement analyses	Social networks
...	...



Workshop Participants

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Introduce Yourself

- Name, affiliation(s)
- Status with respect to MAR experience capture?

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