

Summary



October 11-12, 2010
Seoul, Korea



Participating Organizations

- Developers and companies
- Research labs and Universities
- Standards organizations
 - W3C
 - ISO
 - Open GeoSpatial Consortium
- Industry consortia
 - Khronos Group
 - OMA
 - Web3D Consortium

35 registered
27 physically present
50+ joined us via live stream

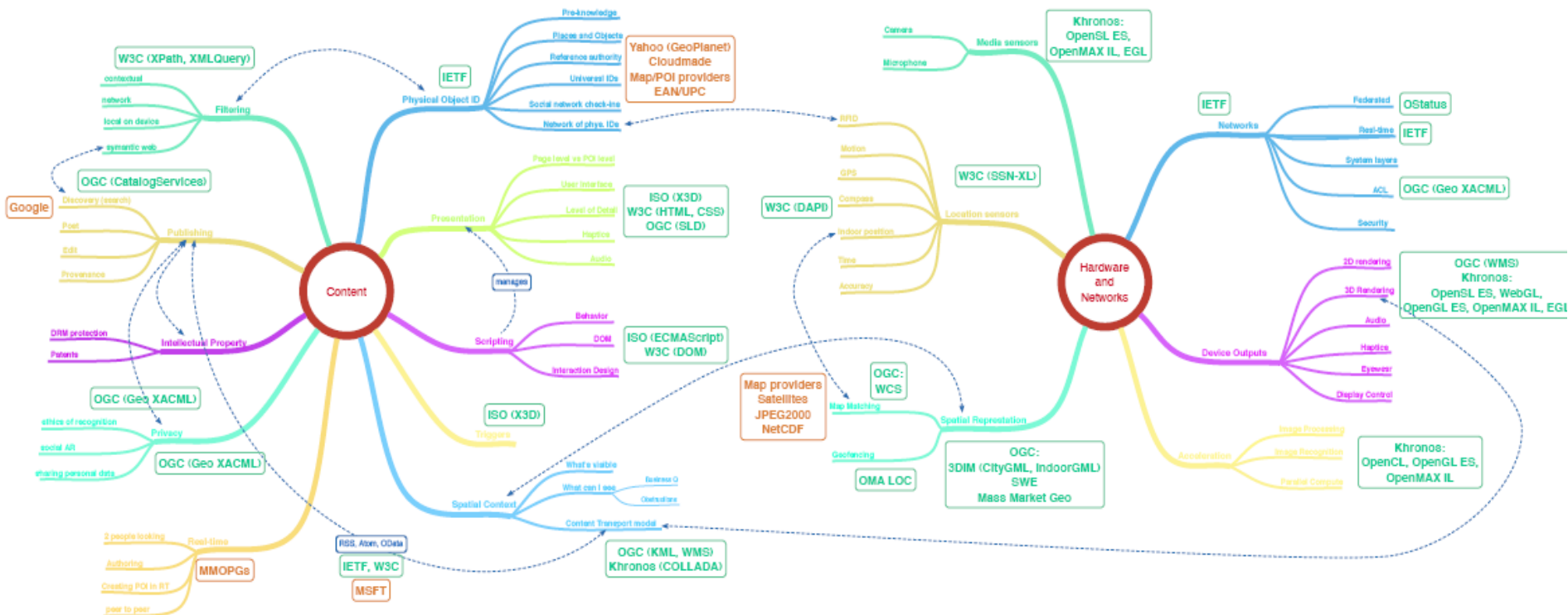
Objectives

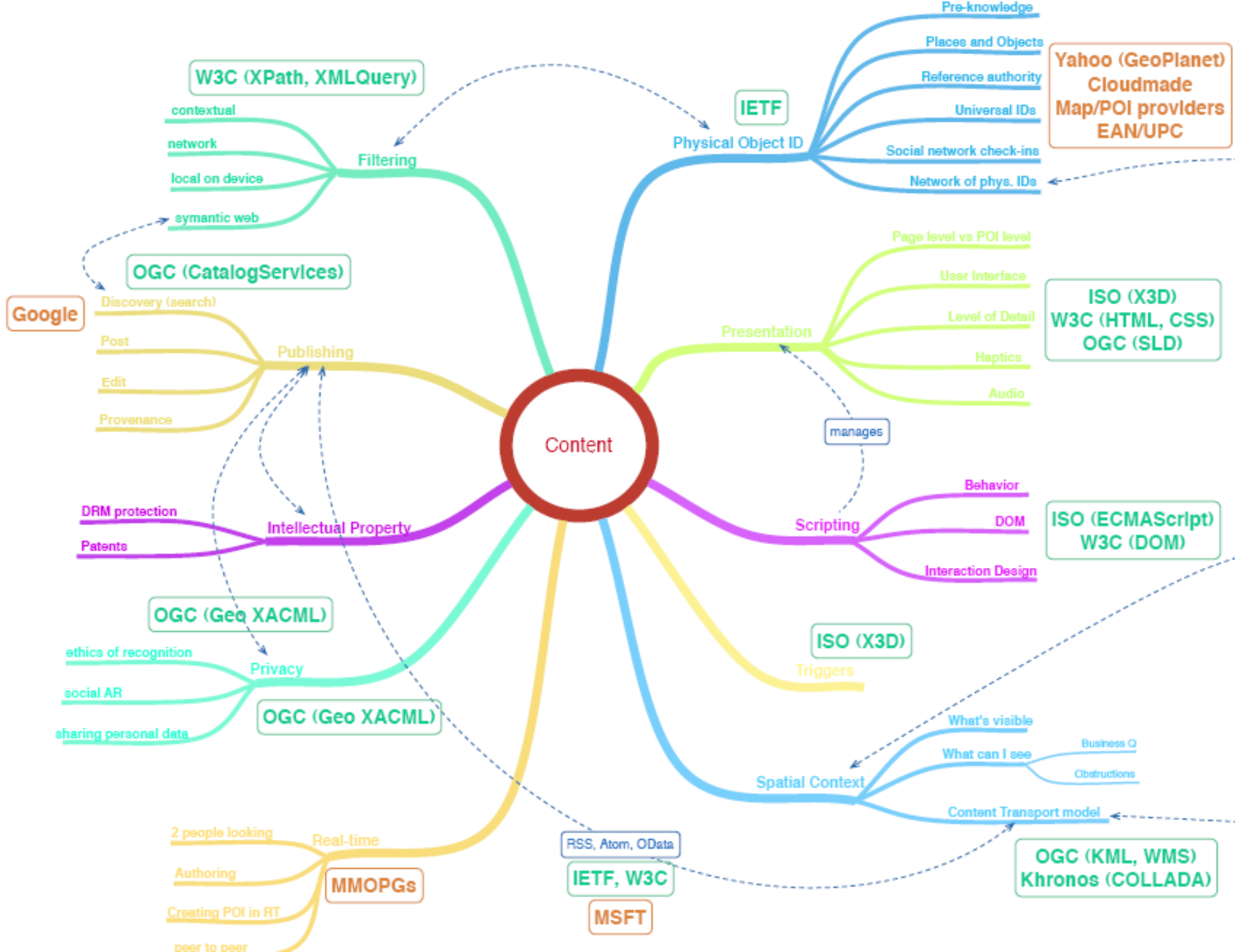
- Establish cross-organizational community
- Scan for purpose of using available standards
- Identify gaps in standards
- Establish common vocabulary
- Compare proposals/approaches

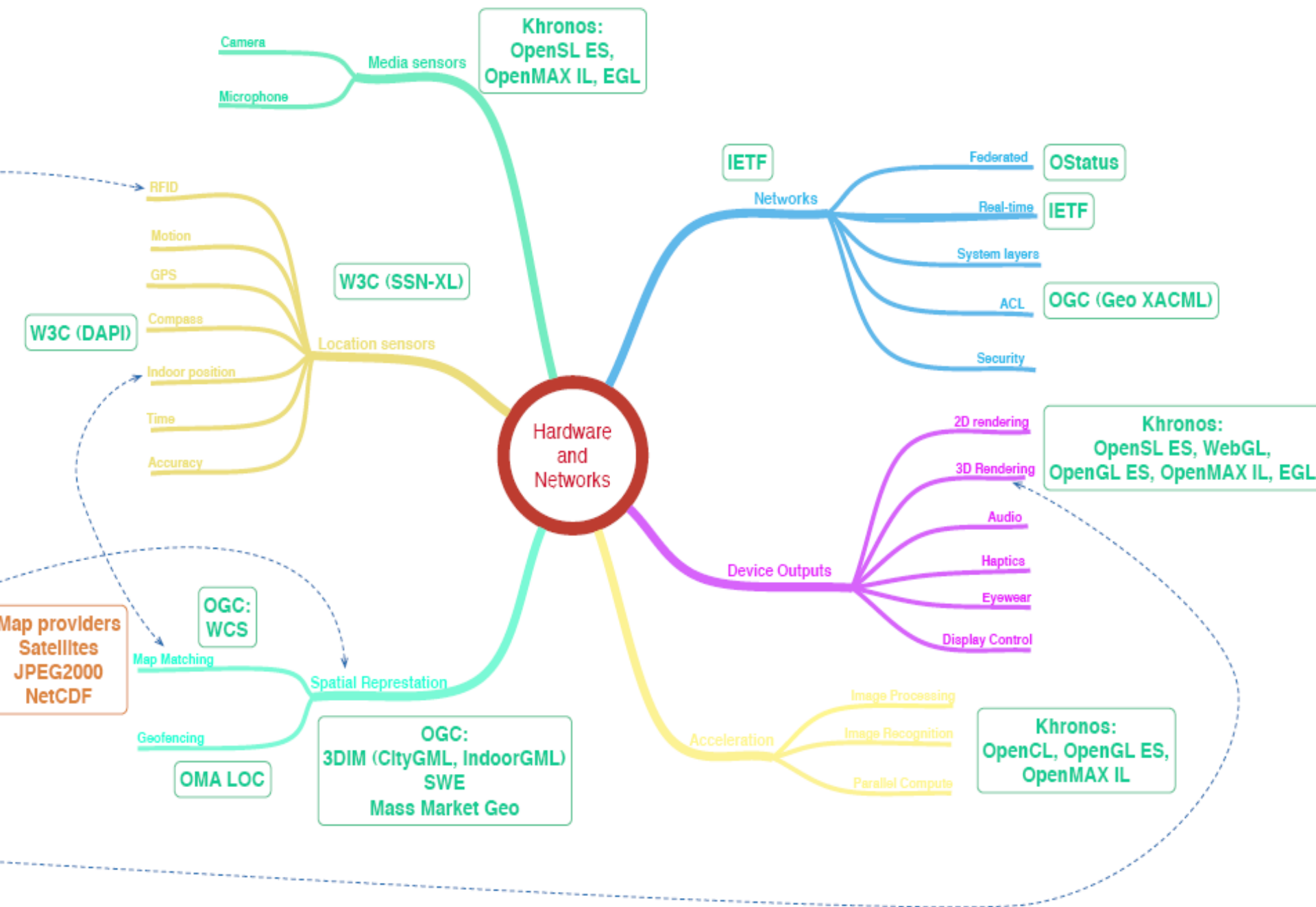
What did we create?

- Landscape topics and standards/consortia
- AR terminology
- Three AR use cases
- AR Architectural Diagram
- Comparison of Markup Languages for AR
- X3D (3D) Discussion
- AR needs from Khronos Group (hardware)

AR Topics Landscape and Relevant Organizations







AR Terminology

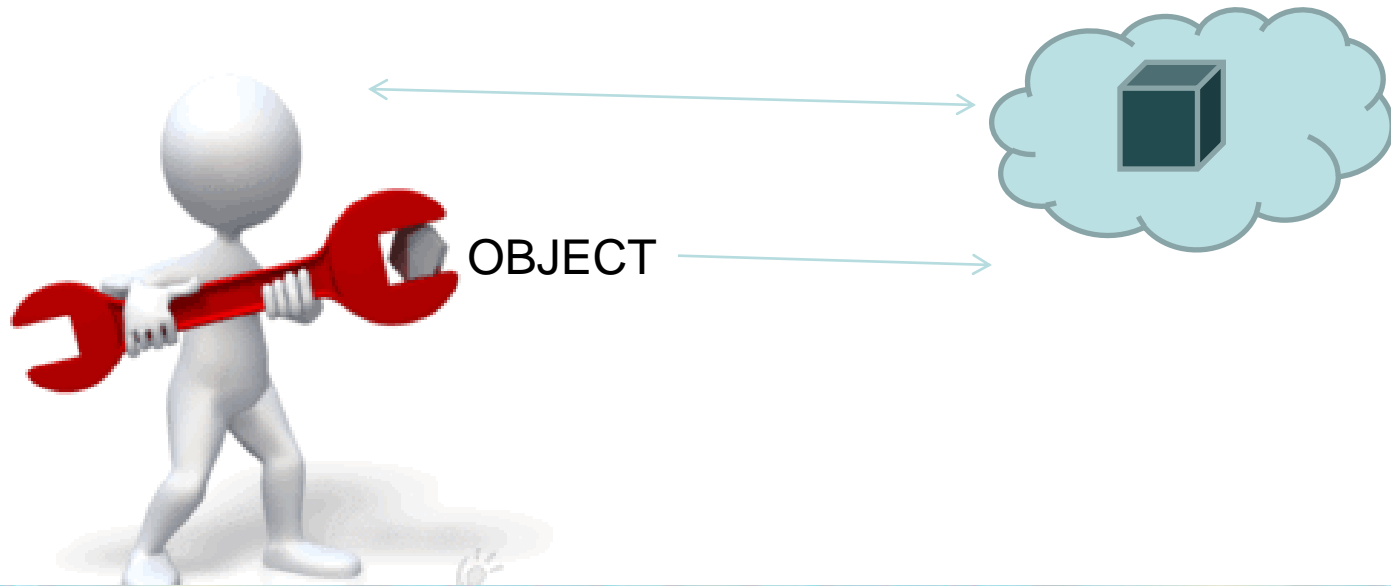
- “Native” AR terms and synonyms
- Other communities
 - Semantic Web
 - Geo-spatial
 - Developers, User Experience Designers
 - Computer Vision
 - Social
 - End Users
 - Gamers

AR use cases proposal

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

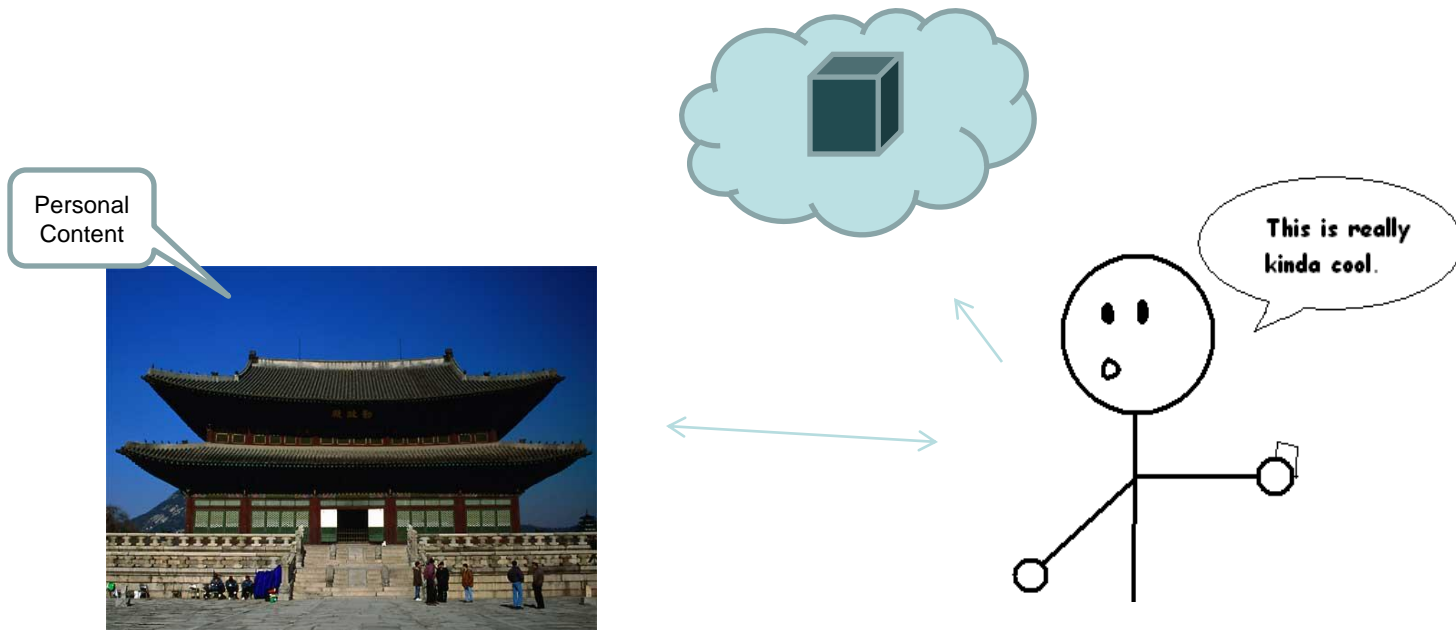
Guide

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



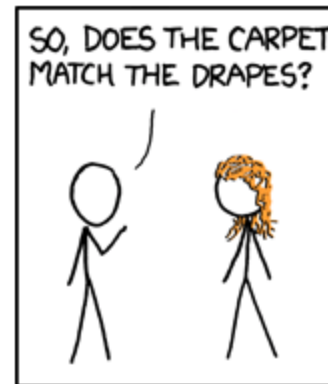
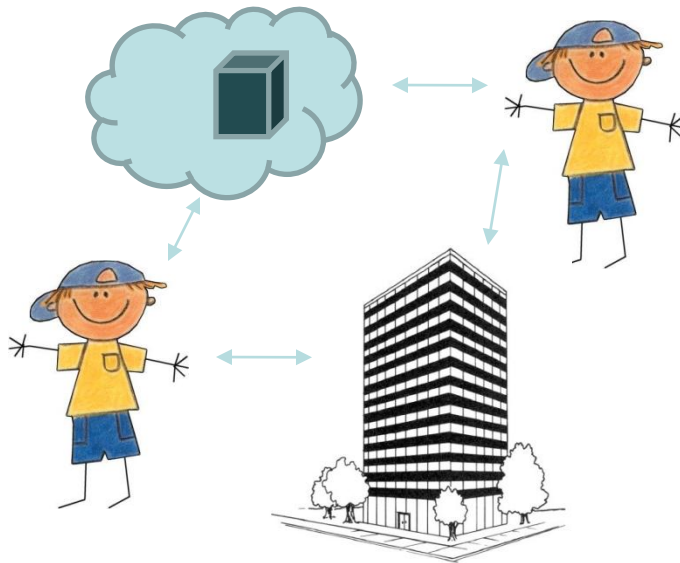
Create

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



Play

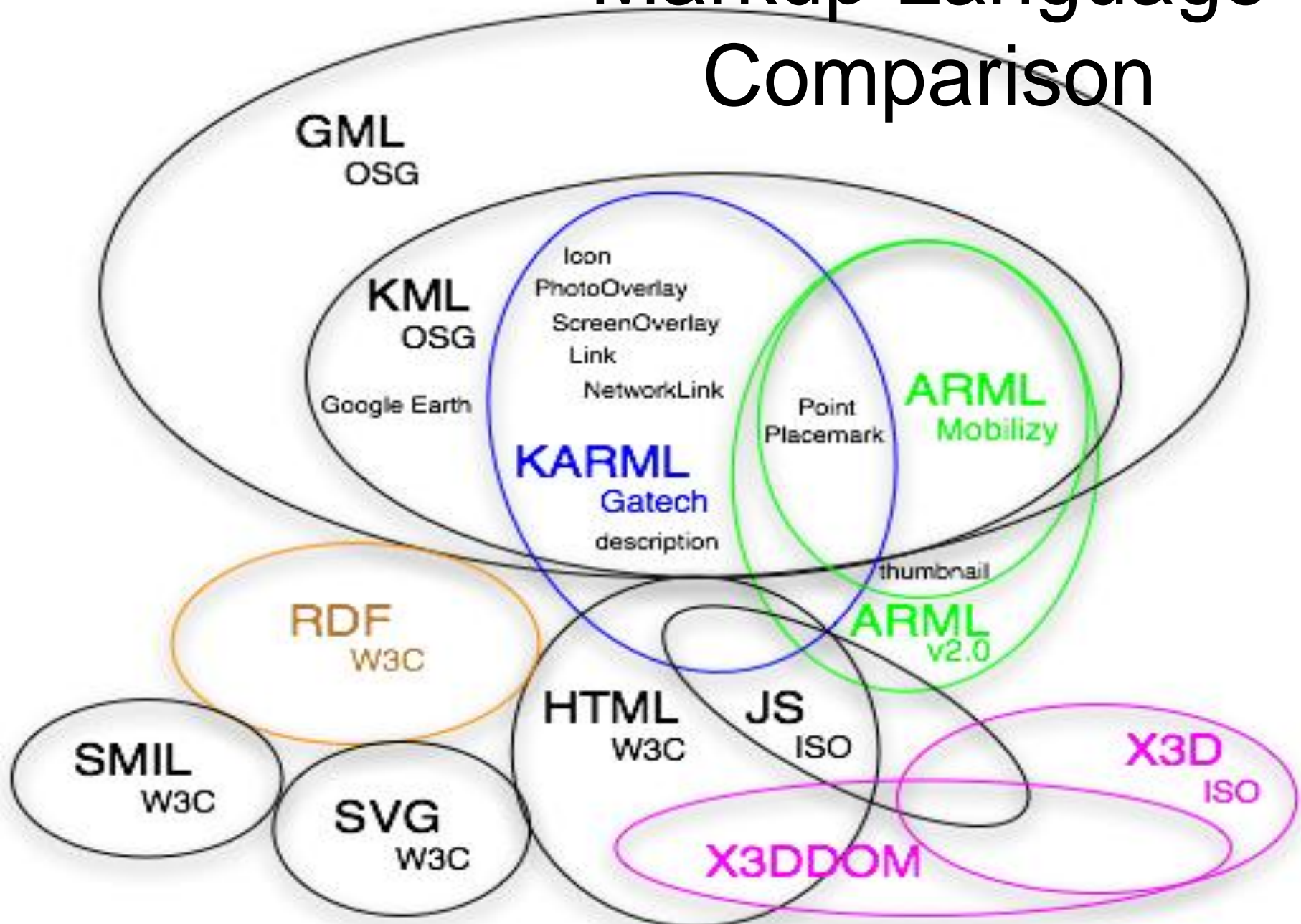
- A system which supports bi-directional interaction between users and the real world

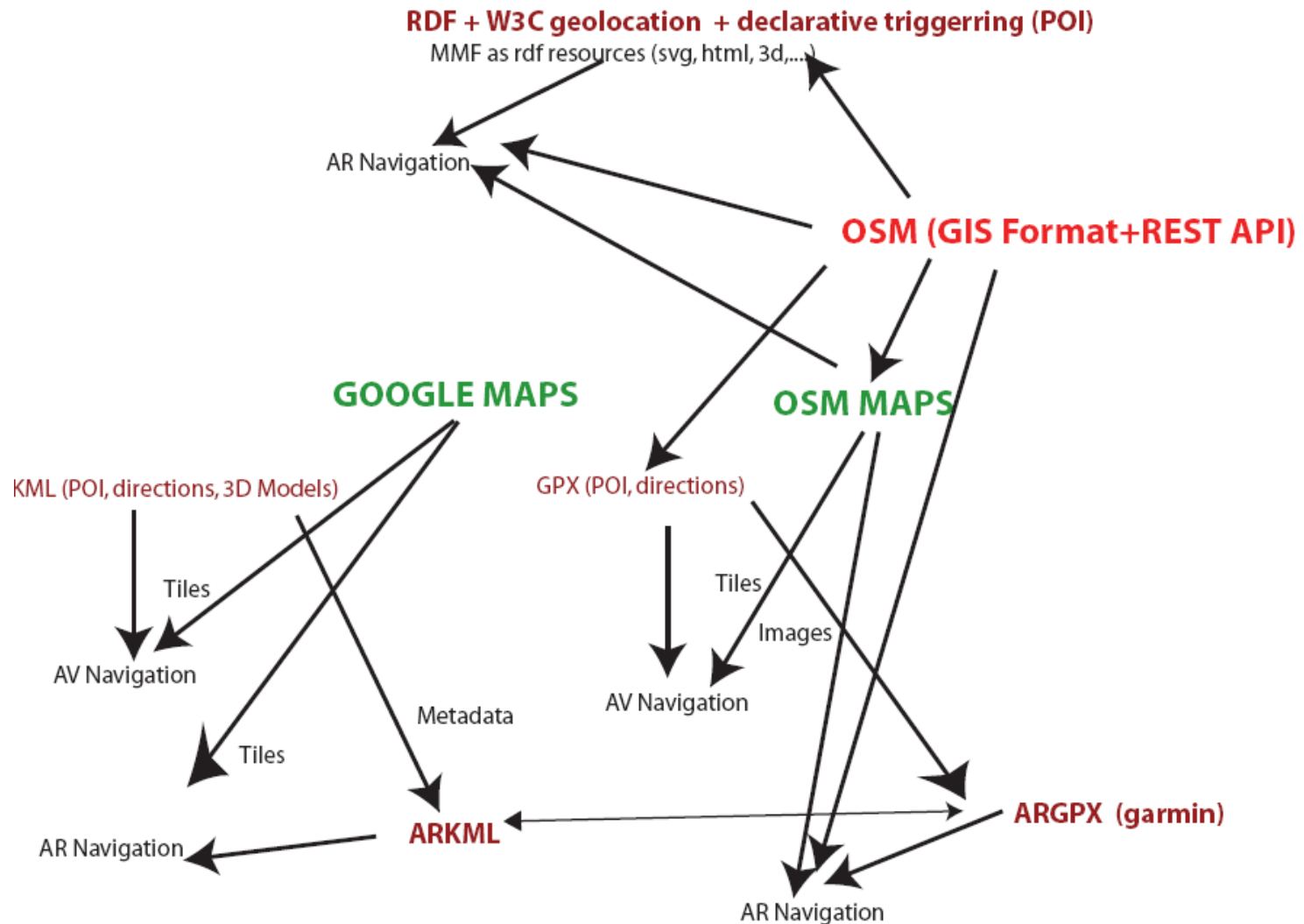


Markup Languages

- KHARMA and Argon
- ARML
- Patterns of Interest
- X3D+
- KML vs. RDF+Multimedia Markup Languages

Markup Language Comparison





SOURCE: Jacques Lemordant, INRIA, International AR Standards Meeting Oct 11-12, 2010

Conclusion

- Lack of knowledge in some areas
 - Content communities?
- We need more inputs from more communities
- Shake the trees
 - Researchers
 - Not the focus
 - Developers
 - They don't have a revenue model for being in the room
 - Content providers (publishers)
 - They don't know it's happening

Strategies for increasing involvement

- Good content (Web site/lists)
- Upcoming meetings calendar
- Persistent communications
- Invite inputs from content publishers
- AR DevCamp
- AR meetup
- Continue the broader standards approach
 - Multi-standards representations
 - Vertical markets (e.g., health/medicine, building, etc)

Direct follow up of the meeting

- Where to follow up this discussion?
 - W3C POI WG Mailing List (public list)
 - Other possible lists to be reviewed
- For future reference, activity from this workshop (notes/diagrams/figures generated during workshop)
 - Put up on the workshop web site/server
<http://www.perey.com/ARStandardsMeeting.html>
 - Point to or replicate elsewhere

Next Meetings?

- When to have meetings in 2011
 - Mobile World Congress (mobile audience)
 - OGC
 - Khronos Group
 - W3C
 - ISMAR
 - ICCV
 - CHI
 - ARE
 - SXSW
- Two per year (not more)

Peer reviewed journals are important for some (e.g., researchers) to justify travel outside their country or continents



AR: Continuing what the Web began

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