

Frameworks and Applications

Thr, July 2 (Week 2.5)

Virtuality Continuum (Milgram et al., 1995)



Rekimoto & Nagao (1995)

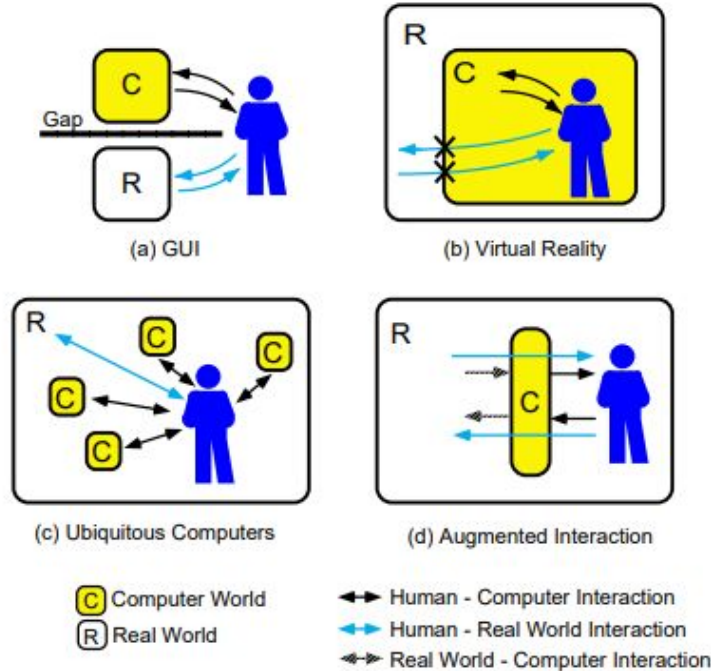
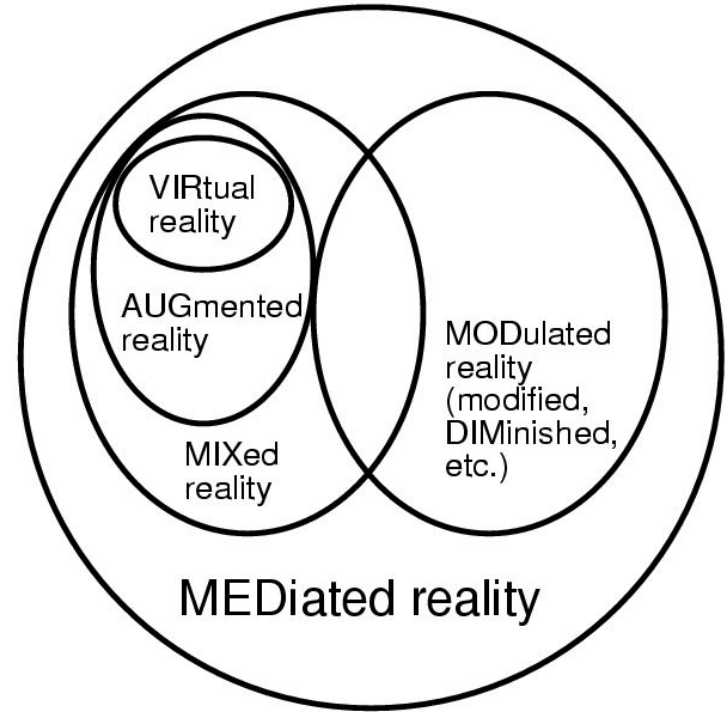
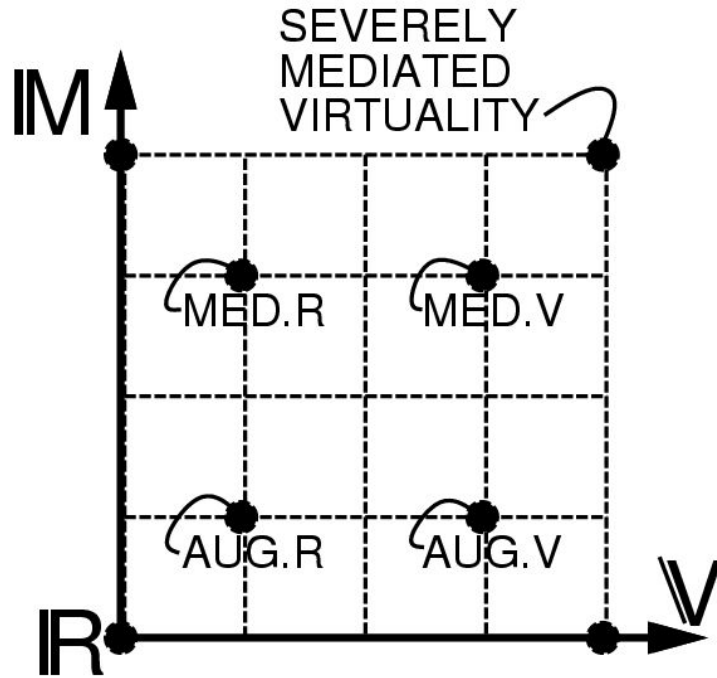
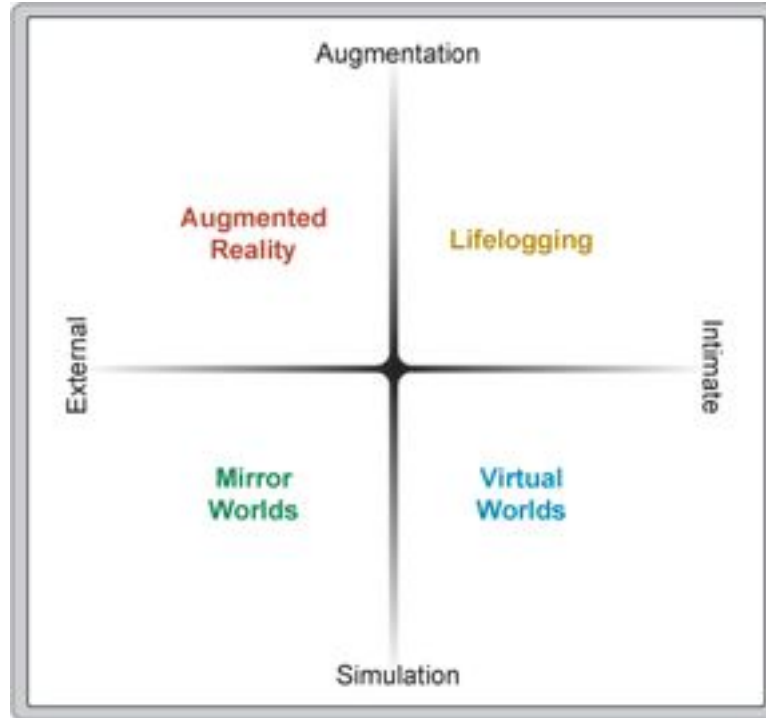


Figure 1: A comparison of HCI styles

Mann (2002)



Metaverse Roadmap (Smart et al., 2007)



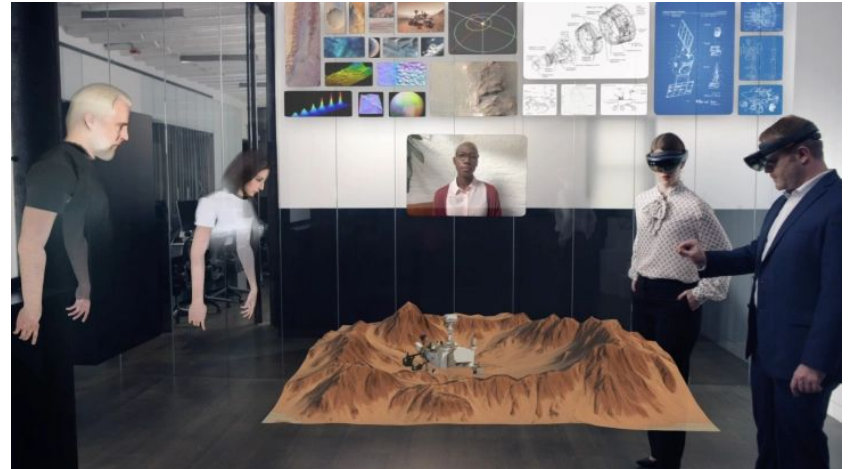
Telepresence

Marvin Minsky (1980)

You don a comfortable jacket lined with sensors and muscle-like motors. Each motion of your arm, hand, and fingers is reproduced at another place by mobile, mechanical hands. Light, dexterous, and strong, these hands have their own sensors through which you see and feel what is happening. Using this instrument, you can "work" in another room, in another city, in another country, or on another planet.

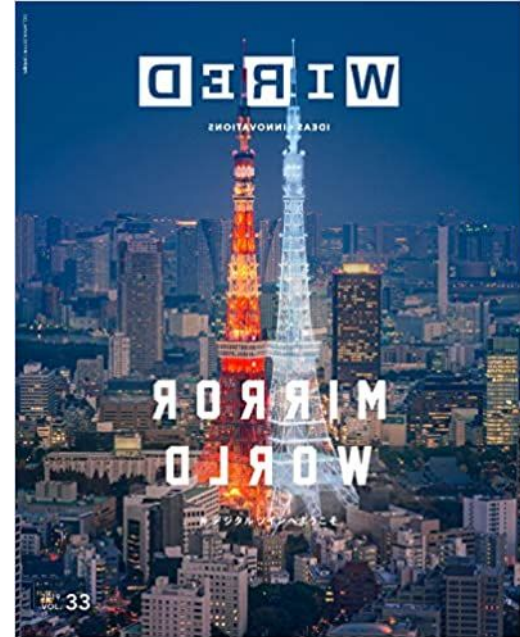
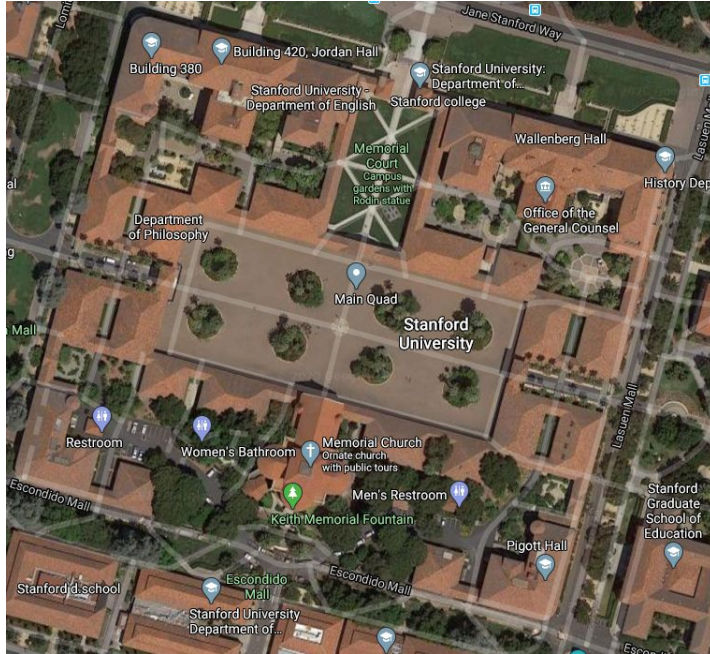
Telepresence robot vs. AR telepresence

Telepresence



Mirror World

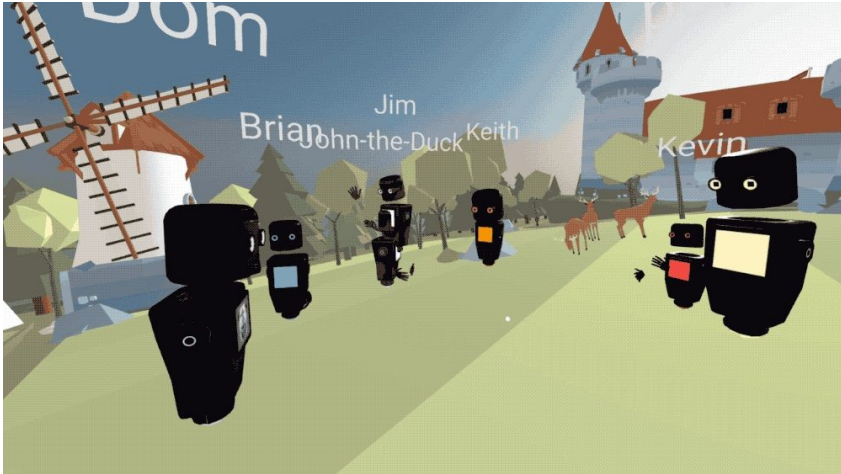
Google Earth/Map can be seen as an example, that requires a huge improvement.



Metaverse

Meta-universe, including the idea of building another universe.

You will try Mozilla Hubs, an early version of a metaverse.



Should AR follow the law of physics?

Mediated Reality

Cognitive Load (Brains hard-wired to reality.)

Example: Should time travels be allowed in a metaverse? What about making time slower or faster?

Should/Will AR replace other media?

Phones, TVs, etc. can all become virtual objects.

But “medium is the message.” can they be the same?

Maybe they don't need to be the same.

