

Challenges and Opportunities of Handheld Augmented Reality

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Abstract

Augmented Reality promises to be a perfect user interface for mobile computing. However, mobile Augmented Reality requires a suitable mobile computing platform. Recent advances in handheld devices enable the delivery of AR experiences on inexpensive, ergonomical and widely accepted consumer devices such as PDAs and smartphones. This new platforms allows for the first time experimentation with large AR users groups, leading to new types of collaborative applications. The talk will report on the development of a state-of-the-art self-contained handheld AR platform and on an ongoing project to assess this platform as an electronic tour guide in a real-world museum exhibition in Vienna, Austria.