Mobile Augmented City
–
New Methods for Urban Analysis and Urban Design Processes by using Mobile Augmented Reality Services

Allbach, Memmel, Zeile, Streich
Planning & life have won additional value through the “World Wide Web”
MOBILE COMMUNICATION DEVICES

INFORMATION & KNOWLEDGE BECOME UBQUITOUS

USER GENERATED CONTENT & LOCATION BASED INFORMATION

Allbach, Memmel, Zeile, Streich
VIRTUAL WORLDS

HYBRIDIZATION OF THE WORLD & AUGMENTED REALITY

http://www.desining.co.uk/design-blog/augmented-reality
• Video See-through (VST) is characterized by the wearing of a closed projection goggles
• Optical See-through (OST), in contrast to VST, this method is using an optical combiner, a semi-transparent mirror, and the environment can be perceived too
• Projective AR (PAR) projects digital content to an object by using a projector
• Monitor AR (MAR) uses a software mixer, the digital information is displayed on a monitor display of a desktop PC.
The new multifunctional tool
„Sensing“ – Measurements

[WIKITUDE & LAYAR]
2D-Information
3D-Information
Participation & Discussion
Participation & Discussion
The RADAR Project

- managing, organizing, and sharing of geocontents
- publishing geocontents to various mobile augmented reality services such as ALOQA, JUNAIO, LAYAR, and WIKITUDE,
- Social Media functionalities
- integration of geocontents from multiple sources like Flickr, Foursquare, Last.fm, LinkedGeoData or Twitter

More: FR 20th May 2011 – „Room 3“ - 9.00
Blogging the City 2011
Geoweb und Mobile Computing in der Stadtplanung
Peter Zeile