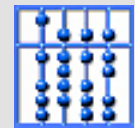


Introduction to Augmented Reality

TU München

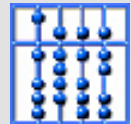
1. 2. 2004

Christian Sandor
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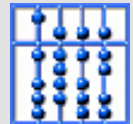
Agenda

- Introduction (5 min)
 - Today's Agenda
 - Personal Information
- Overview over User Interface Paradigms (30 min)
- Break (5 min)
- My Dissertation: Software and Tools for Hybrid User Interfaces (40 min)



Personal Information

- 2000: Master's thesis at Lehrstuhl Bruegge: Team of 7 students develops mobile AR system Pathfinder
- Started Ph.D. studies 2001: UIs for AR
- Supervised 4 groups of students (6-50) developing AR systems (each 1/2 year)
- 05/04 - 12/04: Visiting Researcher at Columbia University, New York





Stay in USA

- 2 demonstrations of AR systems at conferences
- Helped at demonstration on a boat (!)
- Talked to lots of interesting people:
 - CMU: Brad Myers (UI Software Tools)
Randy Pausch (Alice, Panda3D)
 - HCIL: Ben Bederson (Zoomable UIs)
 - Alan Kay (OO, Laptop, Multi-window GUIs)
 - Columbia: Steven Feiner (Knowledge-based UIs, mobile AR)
- Summary: USA is very different :-)

