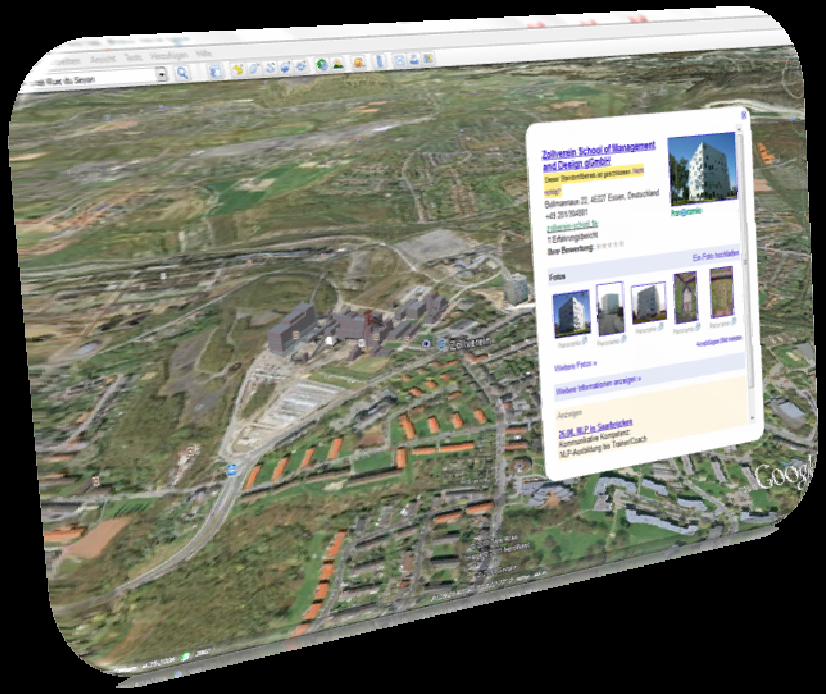
Mobile Augmented City
–
New Methods for Urban Analysis and Urban Design Processes by using Mobile Augmented Reality Services

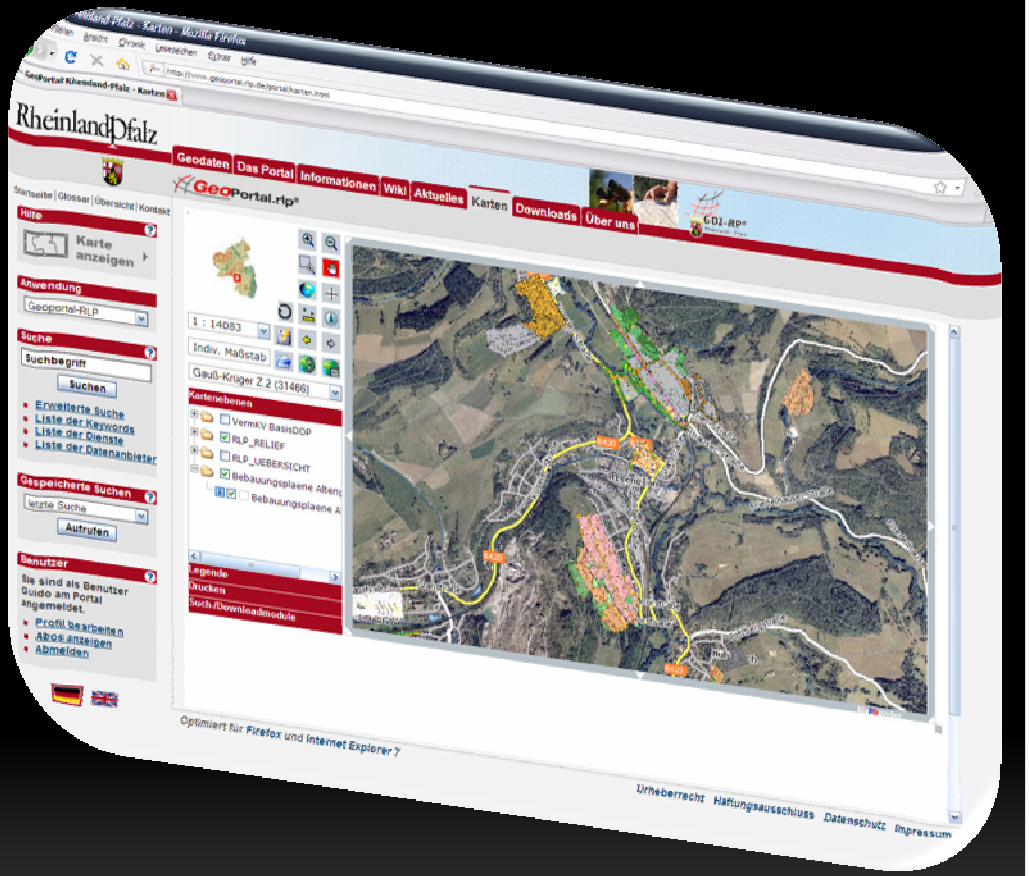
Technische Universität Kaiserslautern DFKI CPE

Allbach, Memmel, Zeile, Streich

REAL CORP 2011

Planning & life have won additional value through the “World Wide Web”





MOBILE COMMUNICATION DEVICES

INFORMATION & KNOWLEGE BECOME **UBIQUITOUS**

USER GENERATED CONTENT

&

LOCATION BASED INFORMATION

VIRTUAL WORLDS

HYBRIDIZATION OF THE WORLD
&
AUGMENTED REALITY

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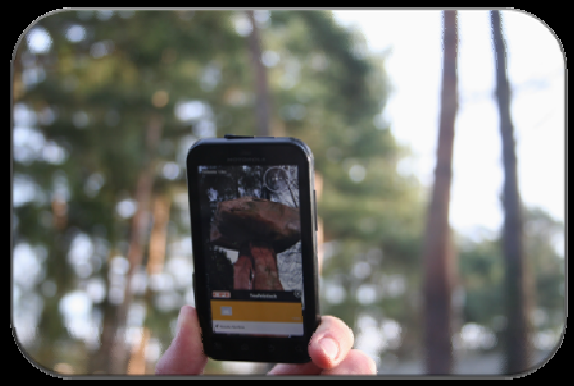
- Video See-through (VST) is characterized by the wearing of a closed projection goggles
- Optical See-through (OST), in contrast to VST, this method is using an optical combiner, a semi-transparent mirror, and the environment can be perceived too
- Projective AR (PAR) projects digital content to an 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.



AR Modes

The new multifunctional tool

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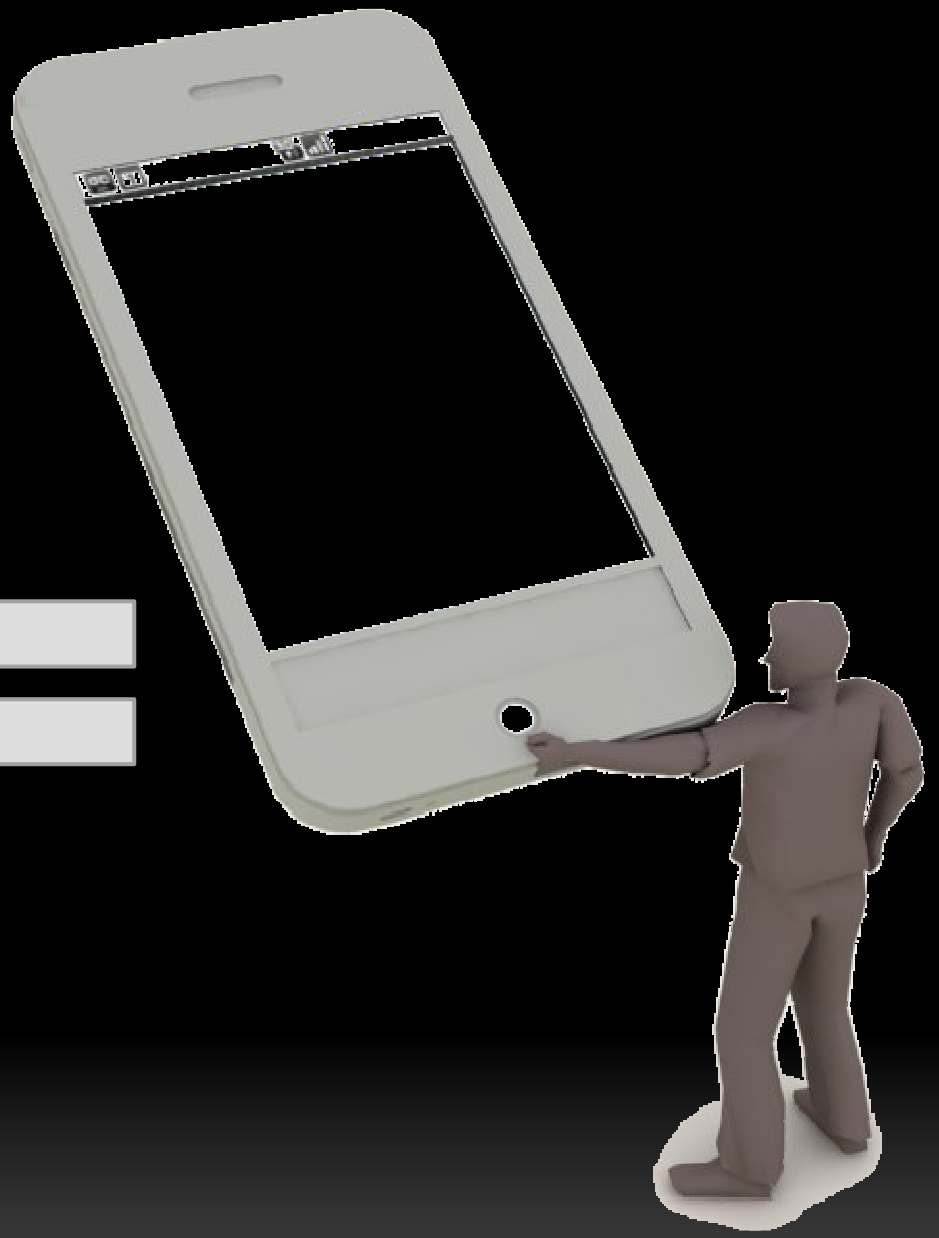


„Timeline“ – „Talking places“ [LAYAR]

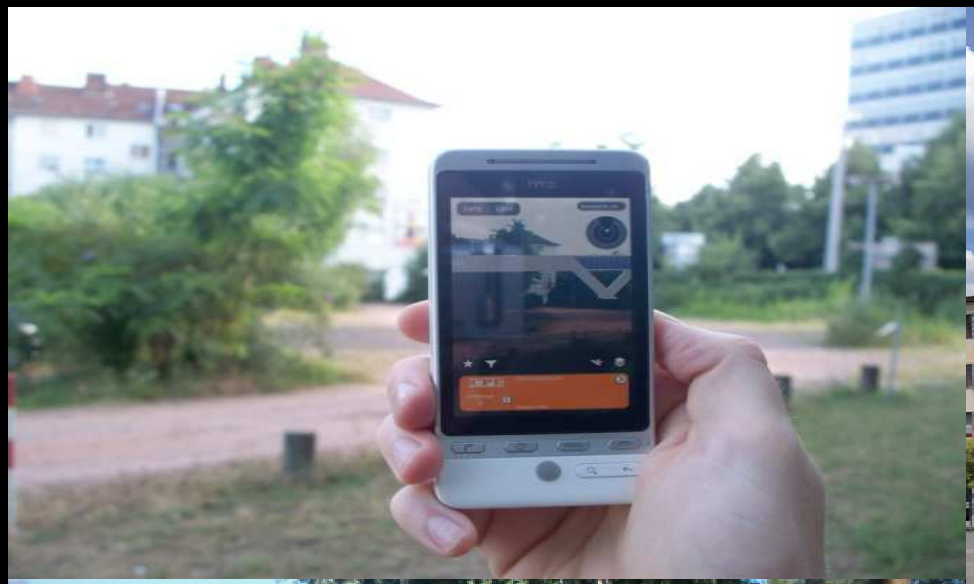
„Sensing“ – Measurements [WIKITUDE & LAYAR]

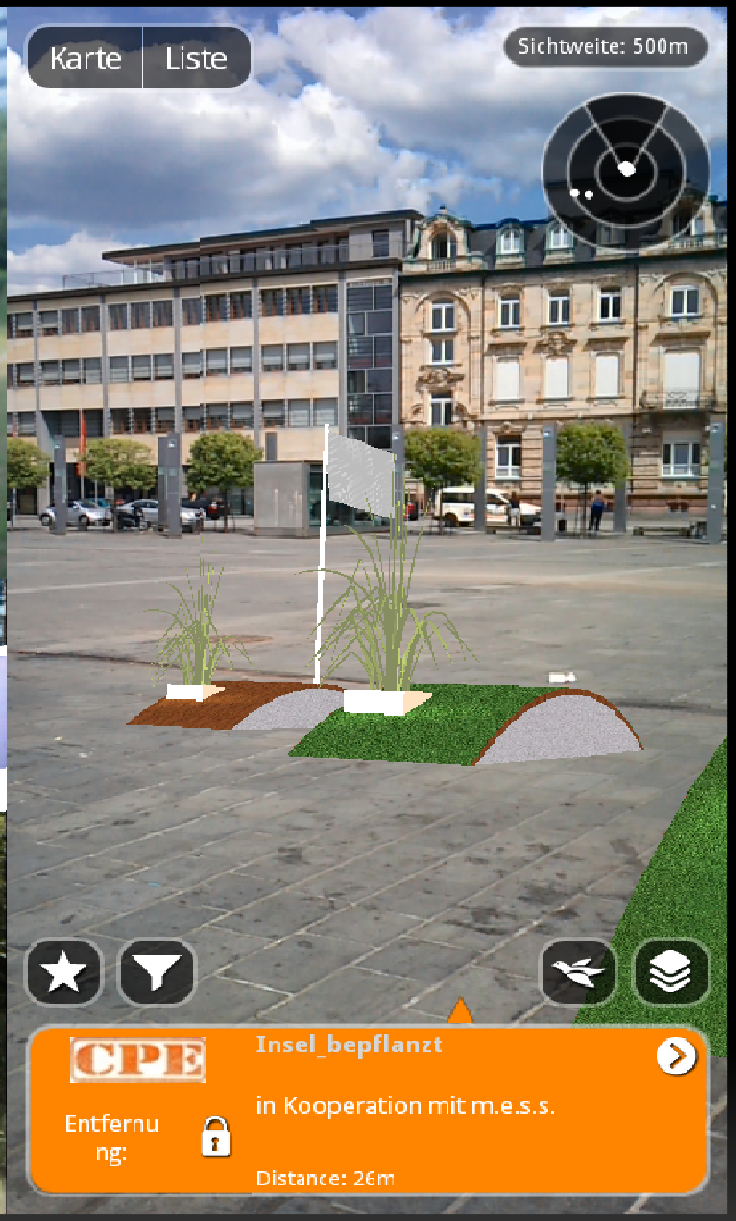
2D-Information

[JUNAIO]

3D-Information

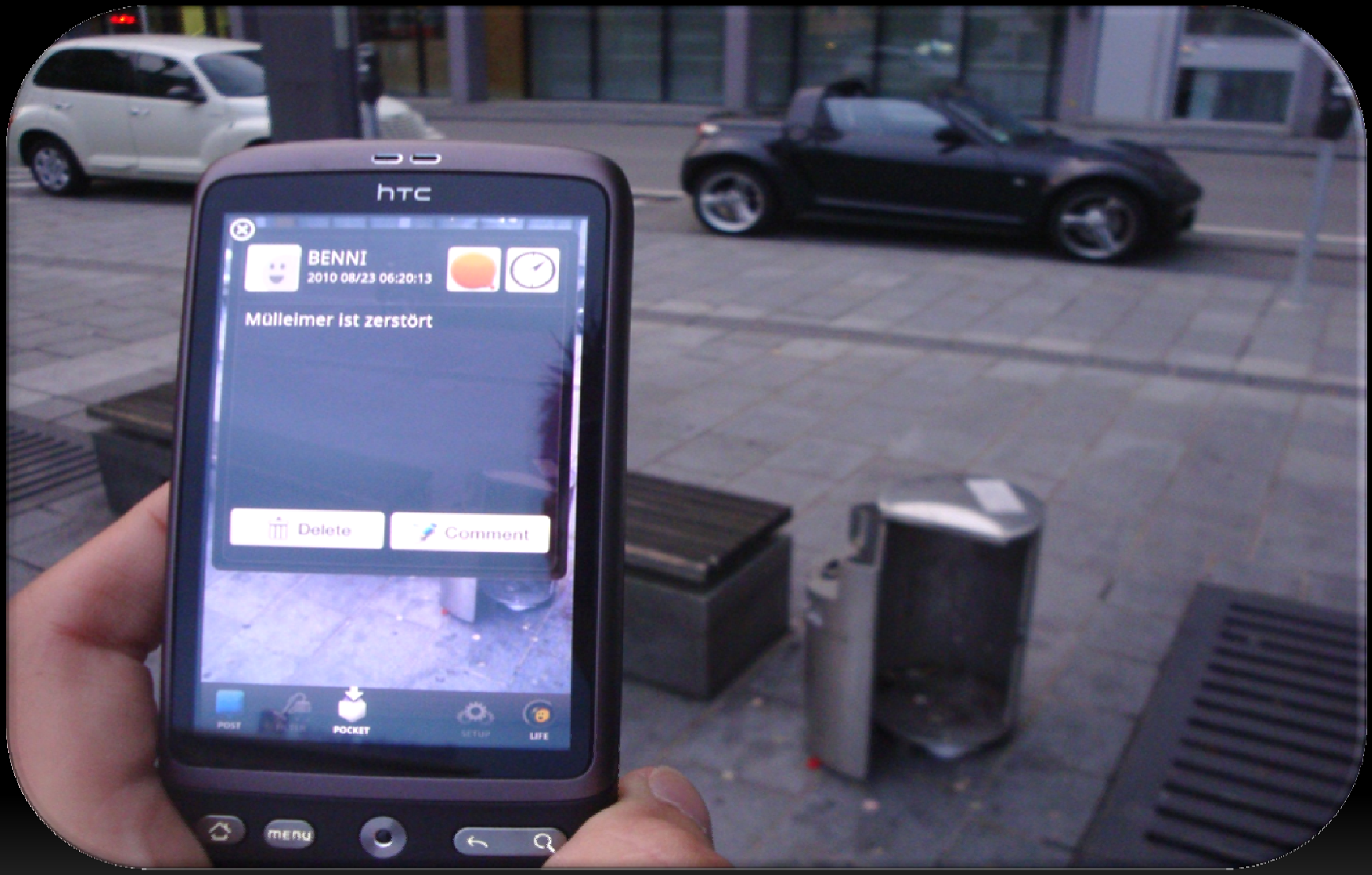
[LAYAR]





Participation & Discussion

[SEKAI]

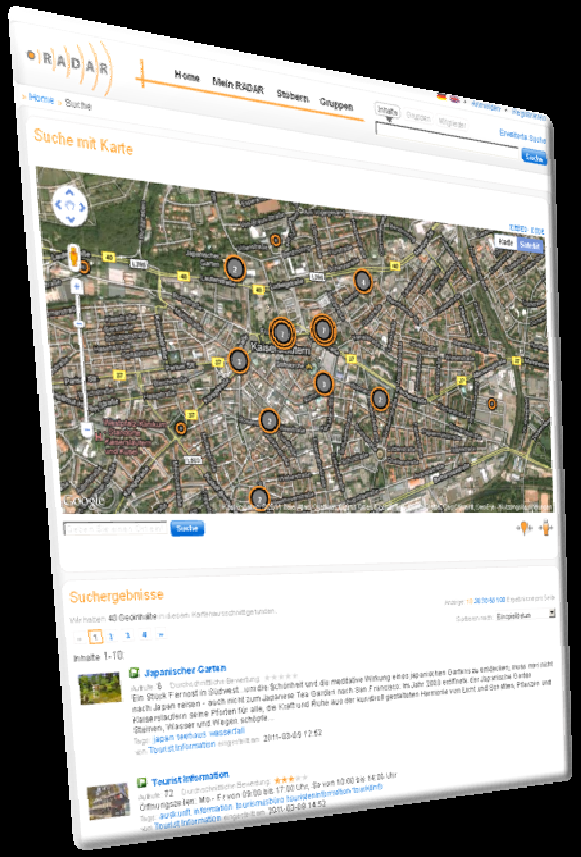


Participation & Discussion

[SEKAI]

The RADAR Project

[http://radar-project.de]



- 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

THX

Blogging the City 2011

Geoweb und Mobile Computing in der Stadtplanung
Peter Zeile