

Augmenting the Visitor Experience

A field-based comparison of techniques for augmenting real landscape scenes. Students create media content which may be of interest in enhancing the visitor experience, then explore a range of technologies for serving up such media content in a meaningful way in the context of the real landscape. Forming part of the level 3 module "Mobile and Field GIS", March 2009.

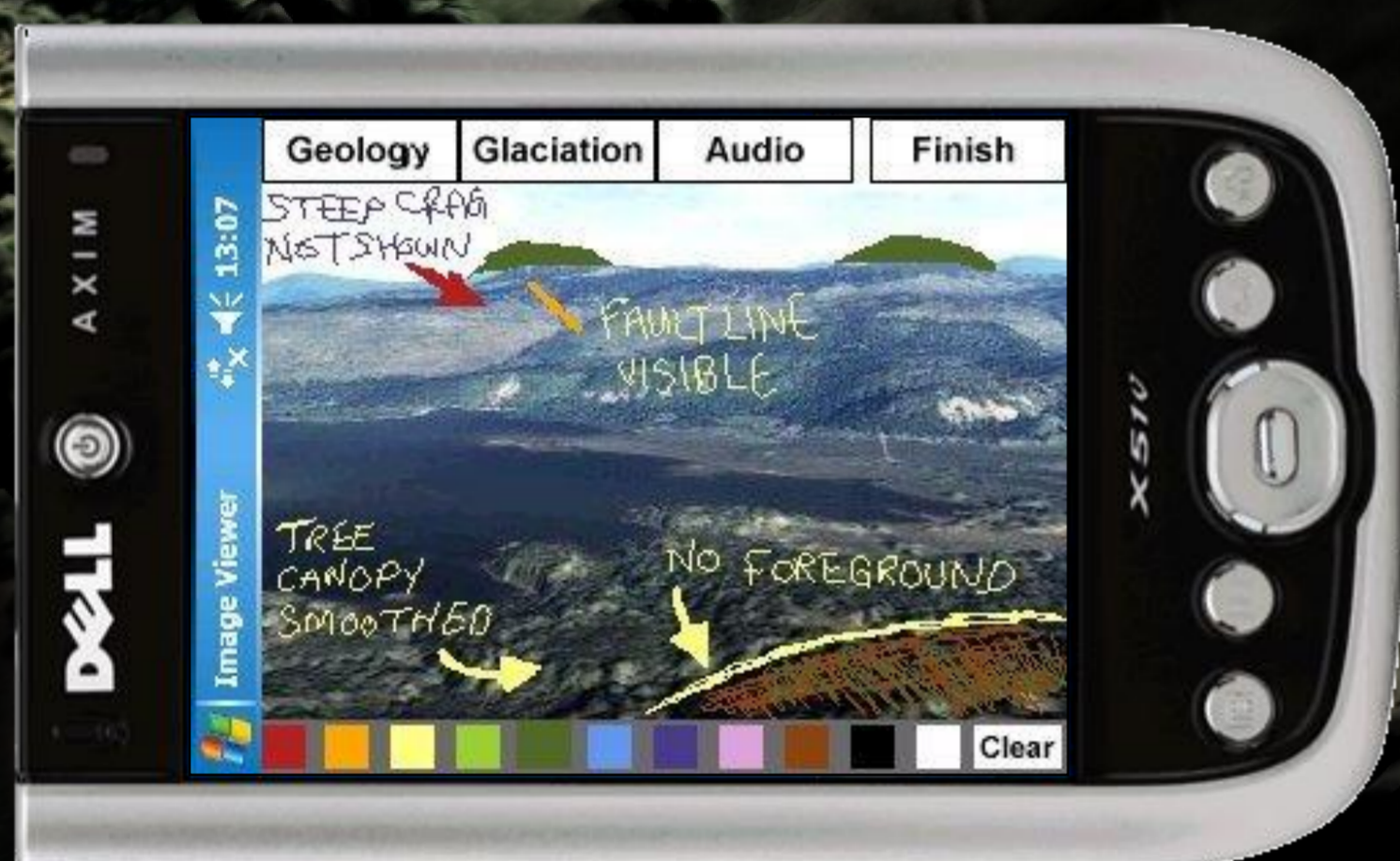
Computer Generated Imagery on Acetate



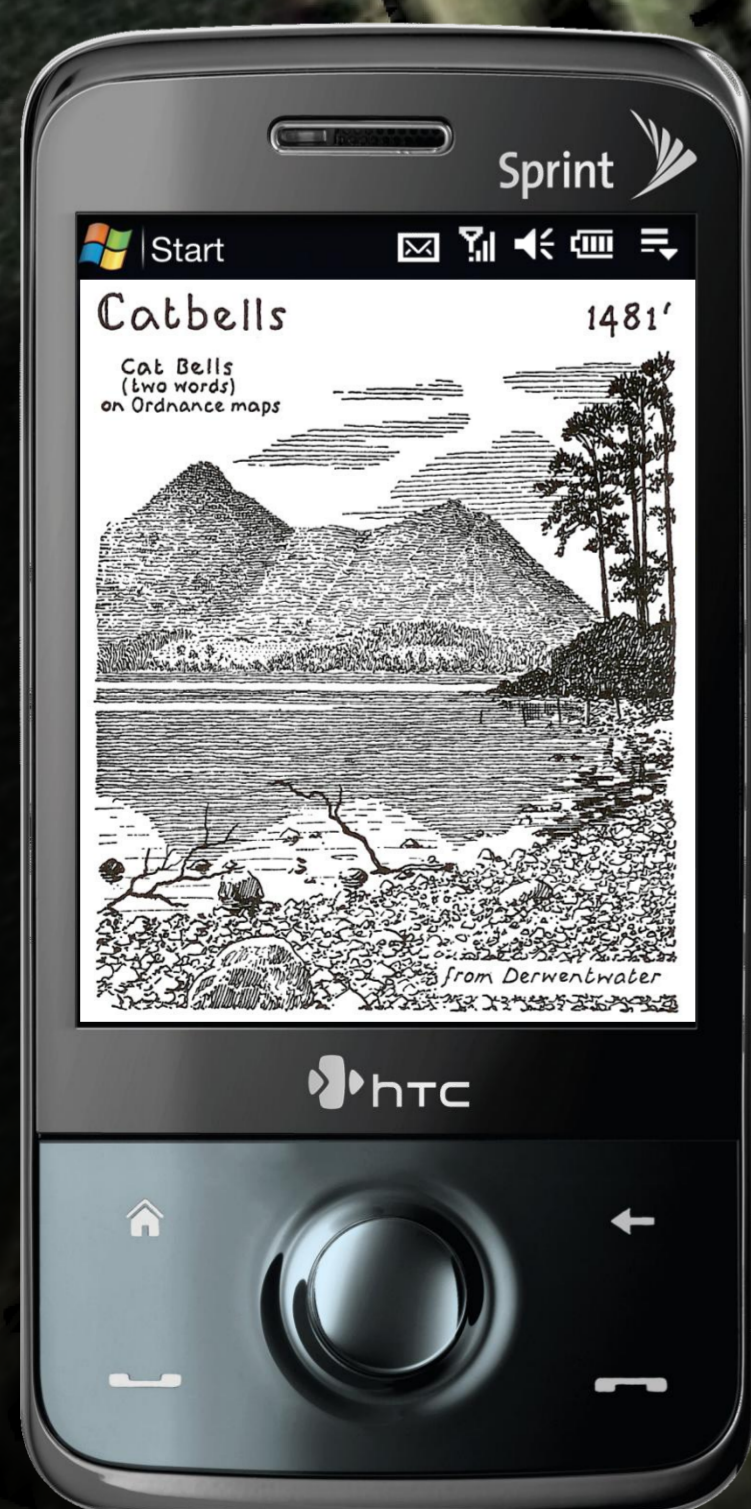
Google Earth on GPS-enabled Tablet PC



Custom-built Field Assistant on PDA



Mediascape on GPS-enabled phone



Partial Augmented Reality using Head-Mounted Display



Research-led teaching through SPLINT

This field project has been developed in part through the Nottingham arm of SPLINT (SPatial Literacy IN Teaching), a Centre for Excellence in Teaching and Learning (led by Leicester, also with UCL). For further details contact:

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