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.
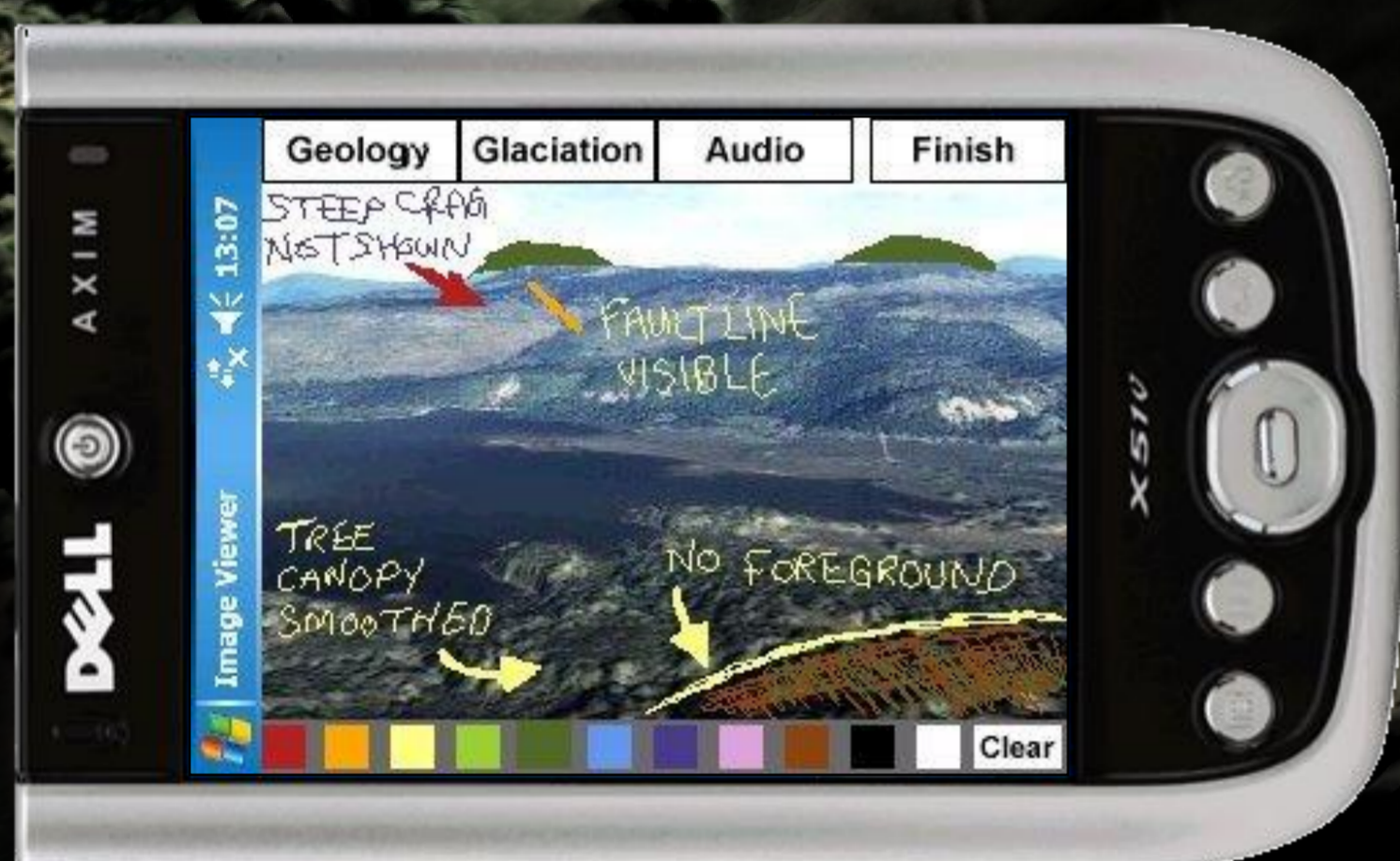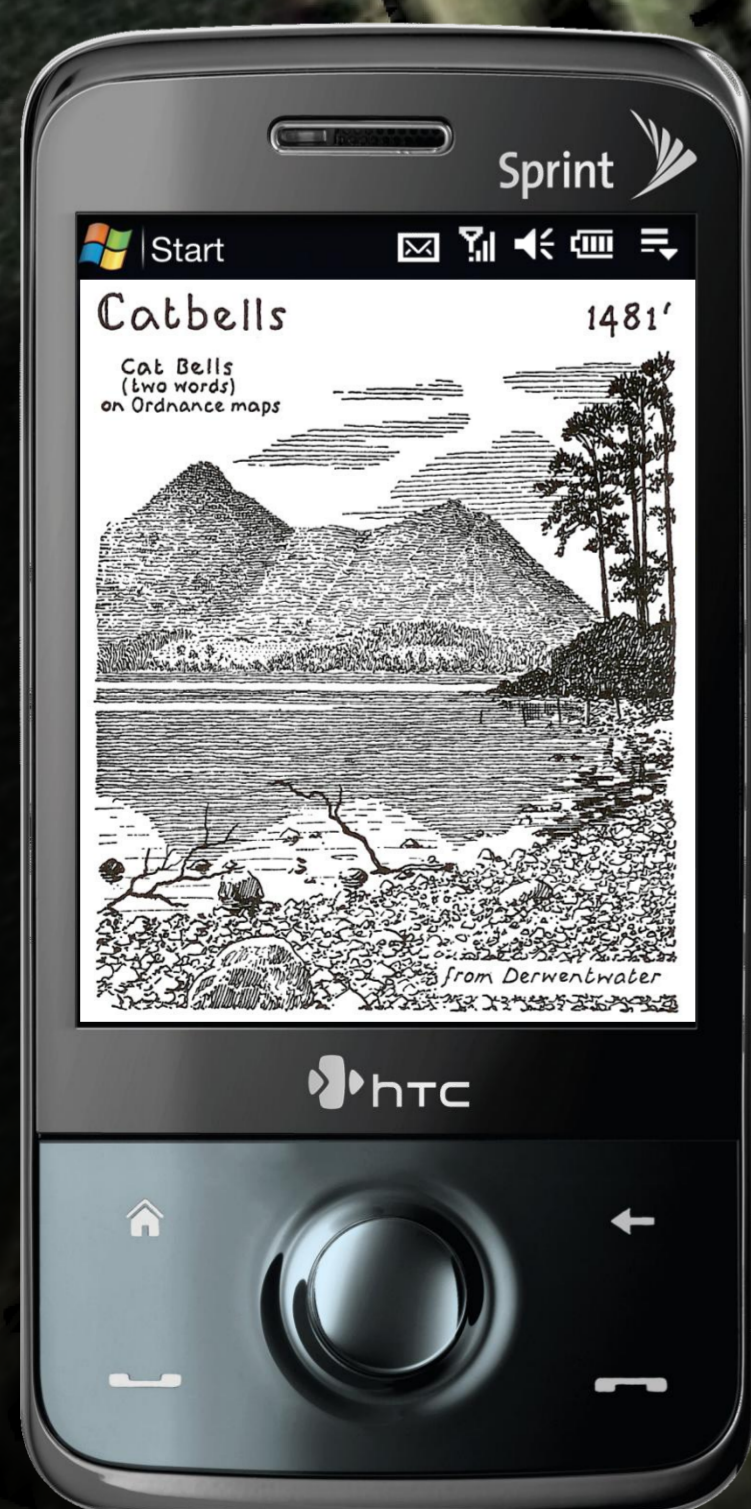
Computer Generated Imagery on Acetate

Custom-built Field Assistant on PDA

Google Earth on GPS-enabled Tablet PC

Mediascape on GPS-enabled phone

Partial Augmented Reality using Head-Mounted Display