



Emerging Technologies of Augmented Reality: Interfaces and Design

By Michael Haller



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Although the field of mixed reality has grown significantly over the last decade, there have been few published books about augmented reality, particularly the interface design aspects. *Emerging Technologies of Augmented Reality: Interfaces and Design* provides a foundation of the main concepts of augmented reality (AR), with a particular emphasis on user interfaces, design, and practical AR techniques, from tracking algorithms to design principles for AR interfaces. *Emerging Technologies of Augmented Reality: Interfaces and Design* contains comprehensive information focusing on the following topics: technologies that support AR, development environments, interface design and evaluation of applications, and case studies of AR applications.



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Editorial Review

About the Author

Dr. Michael Haller is a researcher working at the Department of Digital Media of the Upper Austria University of Applied Sciences and responsible for computer graphics, multimedia programming, and augmented reality. He has produced technical publications and his work has been demonstrated at a wide variety of conferences. Furthermore, he is active in several research areas, including augmented and virtual reality, and human computer interfaces. Prior to teaching at the Upper Austria University of Applied Sciences, he worked at the Johannes Kepler University in Linz. From 2001 to 2004, he directed the EU funded project "AMIRE", a research project on authoring augmented reality. In 2004, he received the Erwin Schrodinger fellowship award presented by the Austrian Science Fund for his stay at the HITLabNZ, University of Canterbury (New Zealand) and the IMSC, University of Southern California (USA). Dr. Bruce Hunter Thomas is the current the Director of the Wearable Computer Laboratory at the University of South Australia. I am currently a NICTA Fellow, CTO A-Rage Pty Ltd, and visiting Scholar with the Human Interaction Technology Laboratory, University of Washington. He is the inventor of the first outdoor augmented reality game ARQuake. His current research interests include: wearable computers, user interfaces, augmented reality, virtual reality, CSCW, and tabletop display interfaces. His academic qualifications include the following: B.A. in Physics, George Washington University; M.S. in Computer Science, University of Virginia with a thesis titled: Pipeline Pyramids in Dynamic Scenes; and Ph.D. in Computer Science, Flinders University with a thesis titled: Animating Direct Manipulation in Human Computer Interfaces His experience includes 16 years at the School of Computer and Information Science, University of South Australia. He has run his own computer consultancy company. Dr. Thomas was a Computer Scientist at the National Institute of Standards

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