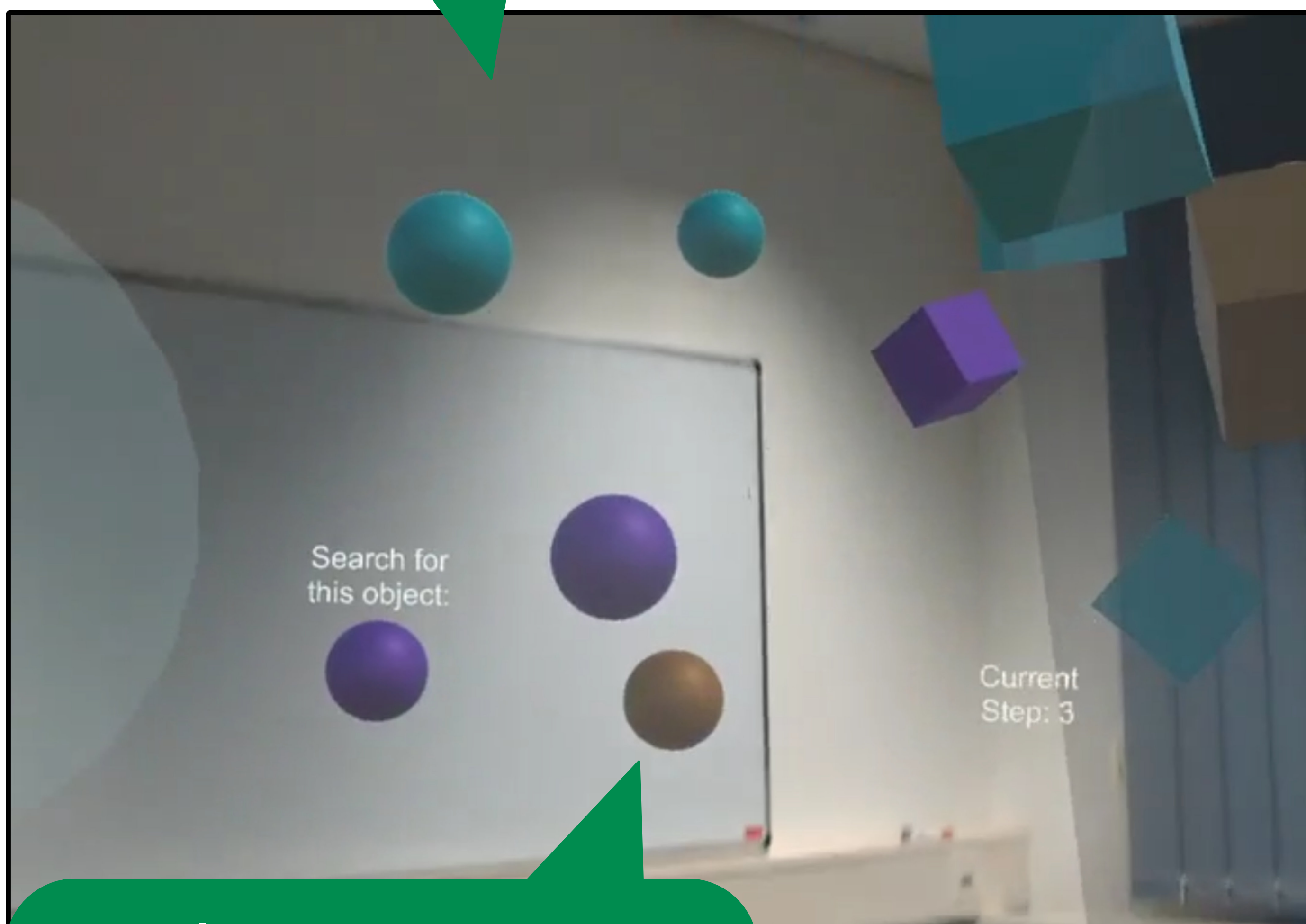


Joint Search Patterns in Mixed Reality

An Analysis on How Dyads Use AR to Find Virtual Objects

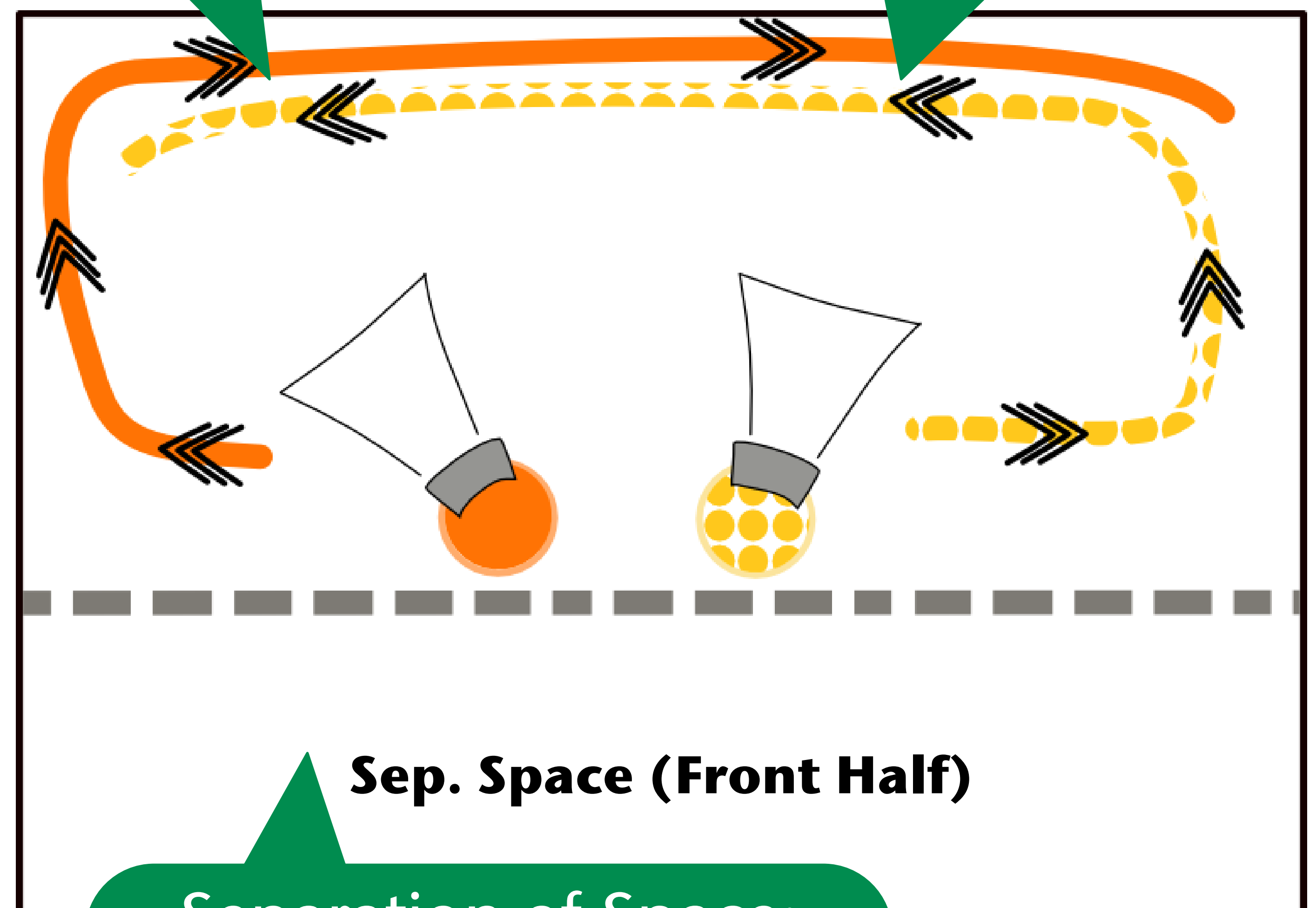
3D space with
virtual objects



Analysis concerning
search patterns &
behaviors of dyads

Cooperative
search as dyads

Different patterns
identified

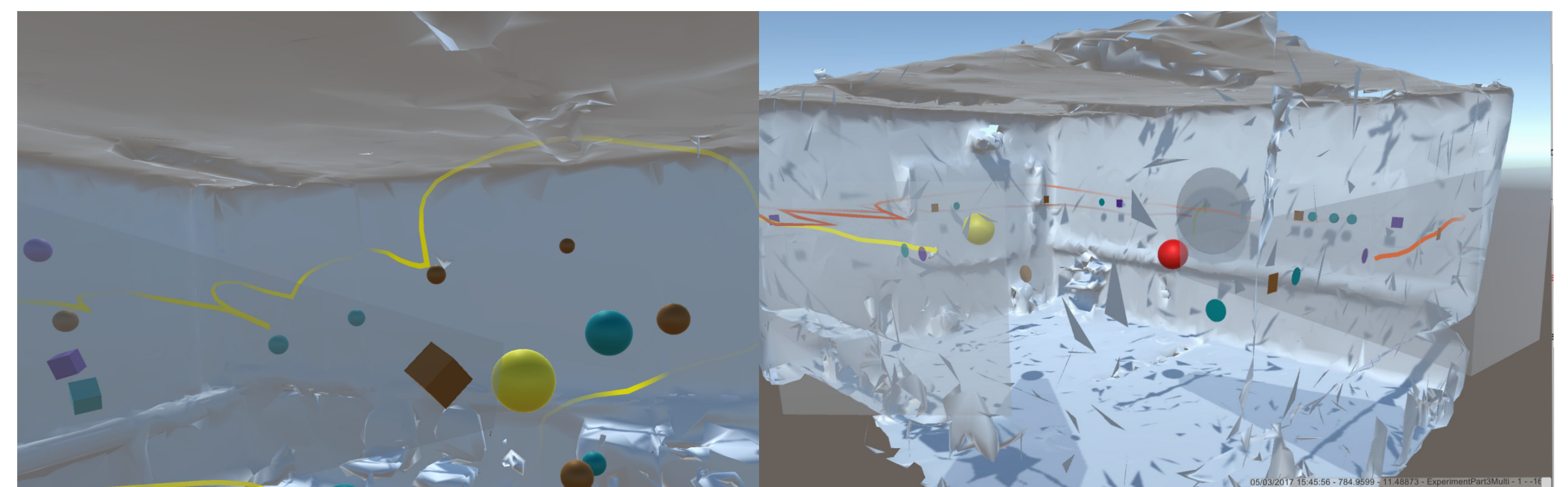


Sep. Space (Front Half)

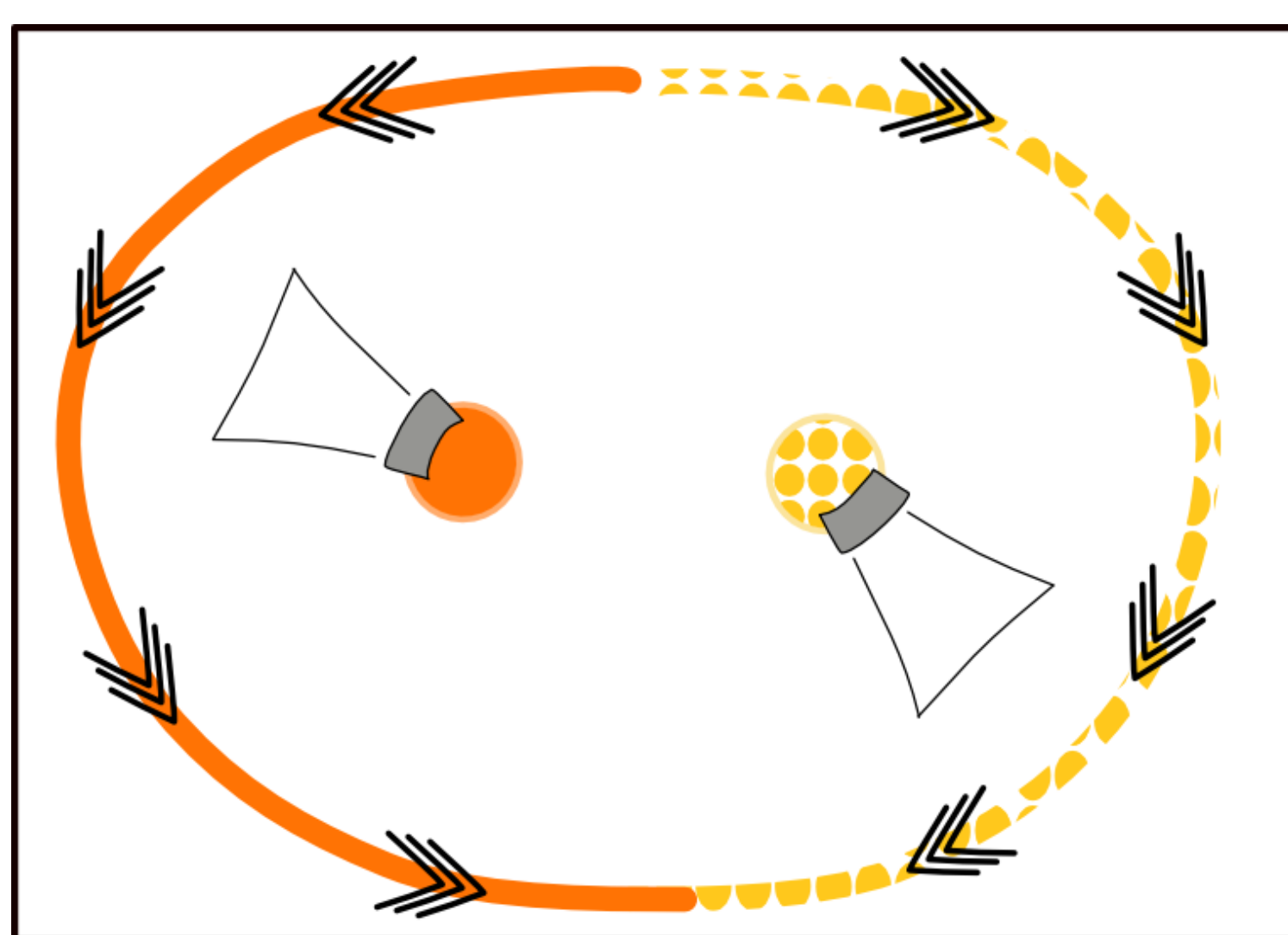
Separation of Space:
Based on position &
body movement

Experiment setting:

- 10 dyads
- 5 turns per dyad = 50 samples
- task: find a distinct object **together**
- object distinct by shape and color
- distributed in one room in a 3D space

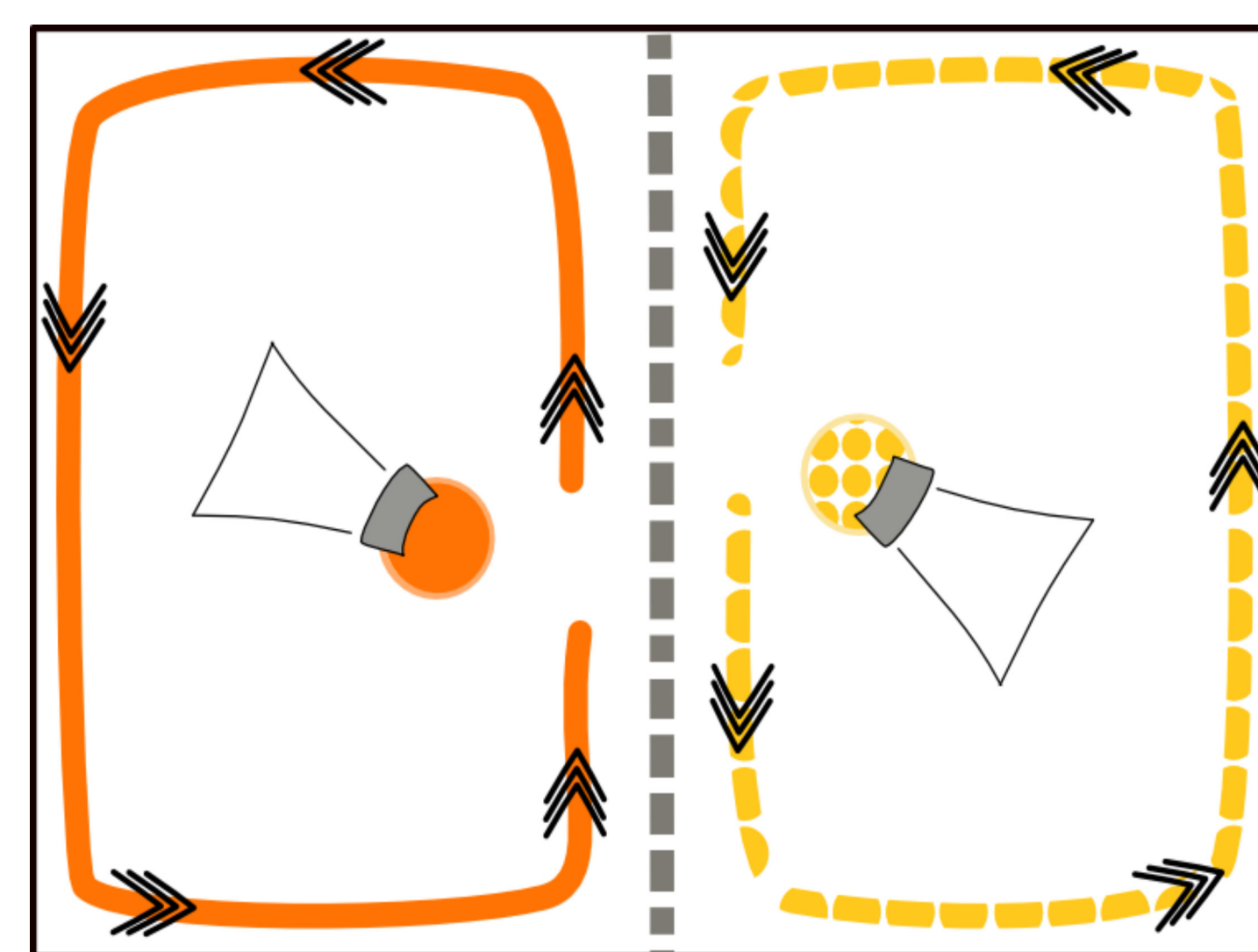


[Ask us about the Demo](#)



Spinner:

- circular movement
- covers at least half the search space



Sep. Space (My Half):

- restriction of search space
- facets: *My Half*, *Front Half*, *Top Low*

Discussion:

- search patterns not homogenous: Is it due to complexity or not enough turns per group? More learning effect leading to different results?
- difficult to establish patterns: **why?**



Related Work:

Cooperative Mixed Reality: An Analysis Tool
DOI: <http://doi.acm.org/10.1145/3148330.3154510>



Sounds interesting? We think so too.
Contact us via E-Mail or talk to us right away.

Or use this link:
http://bit.ly/TUC_people

