Technical challenges of Augmented Reality Apps in museums

Flow sheet of Movin' KLEE
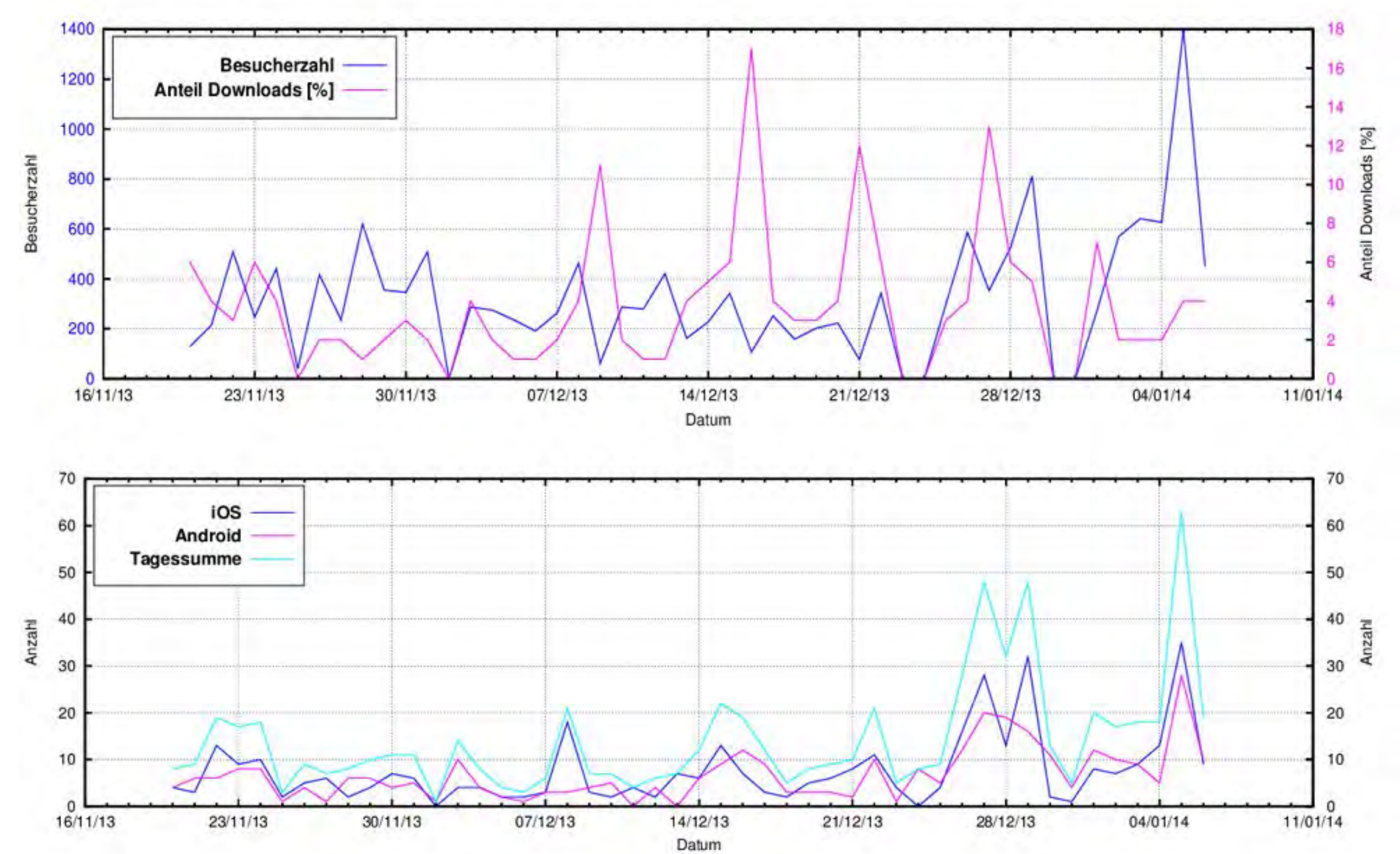
Abstract
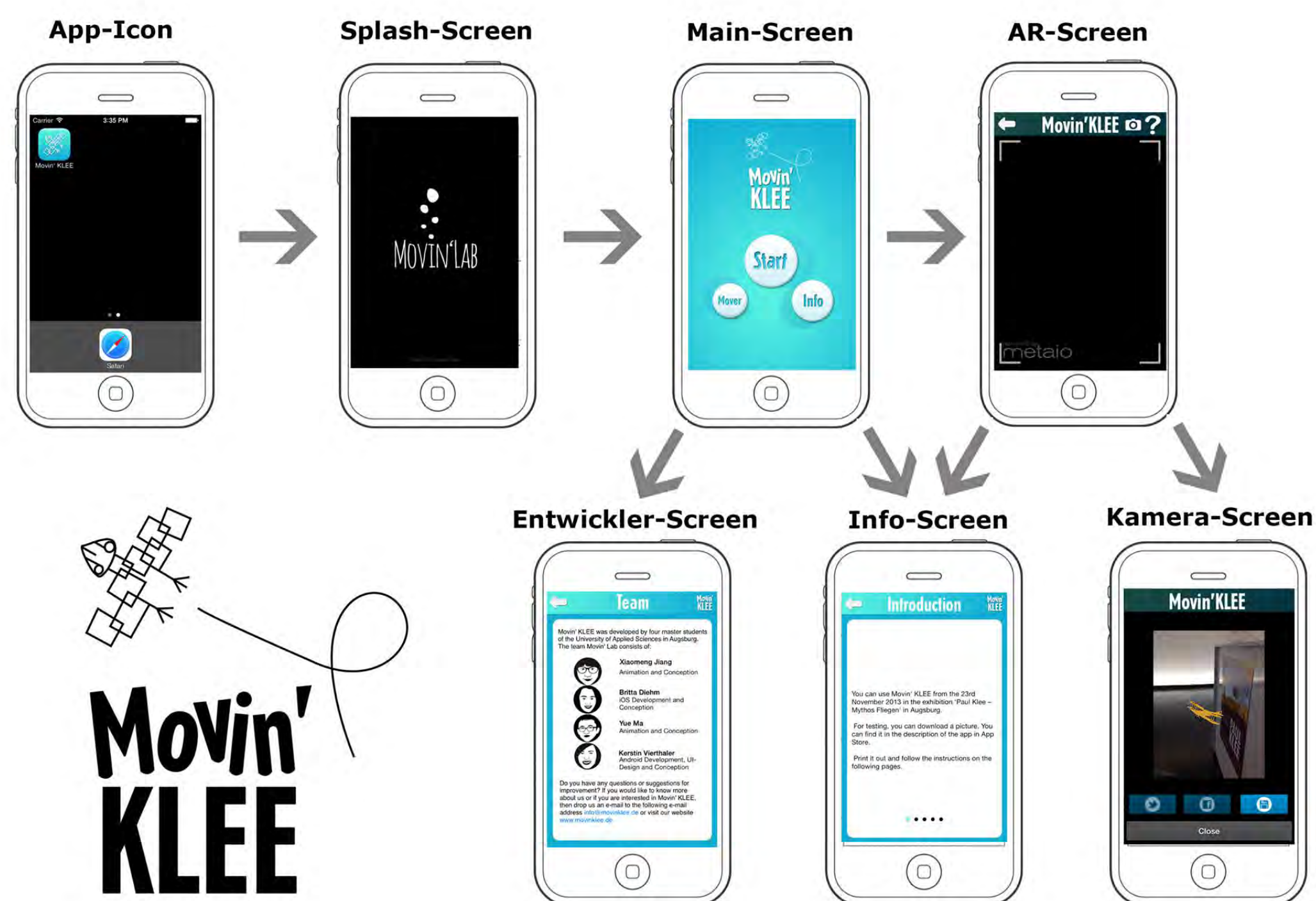
The development of Augmented Reality Applications got some factors of technical challenges. External and internal influences are part of these challenges. These kind of problems are described in combination of the AR-App „Movin' KLEE".

Special Focus

The focus of this work is on internal and external influences, caused by the use of AR. These influences include the inside of an device (like software and hardware) and the surroundings (light, shadows).
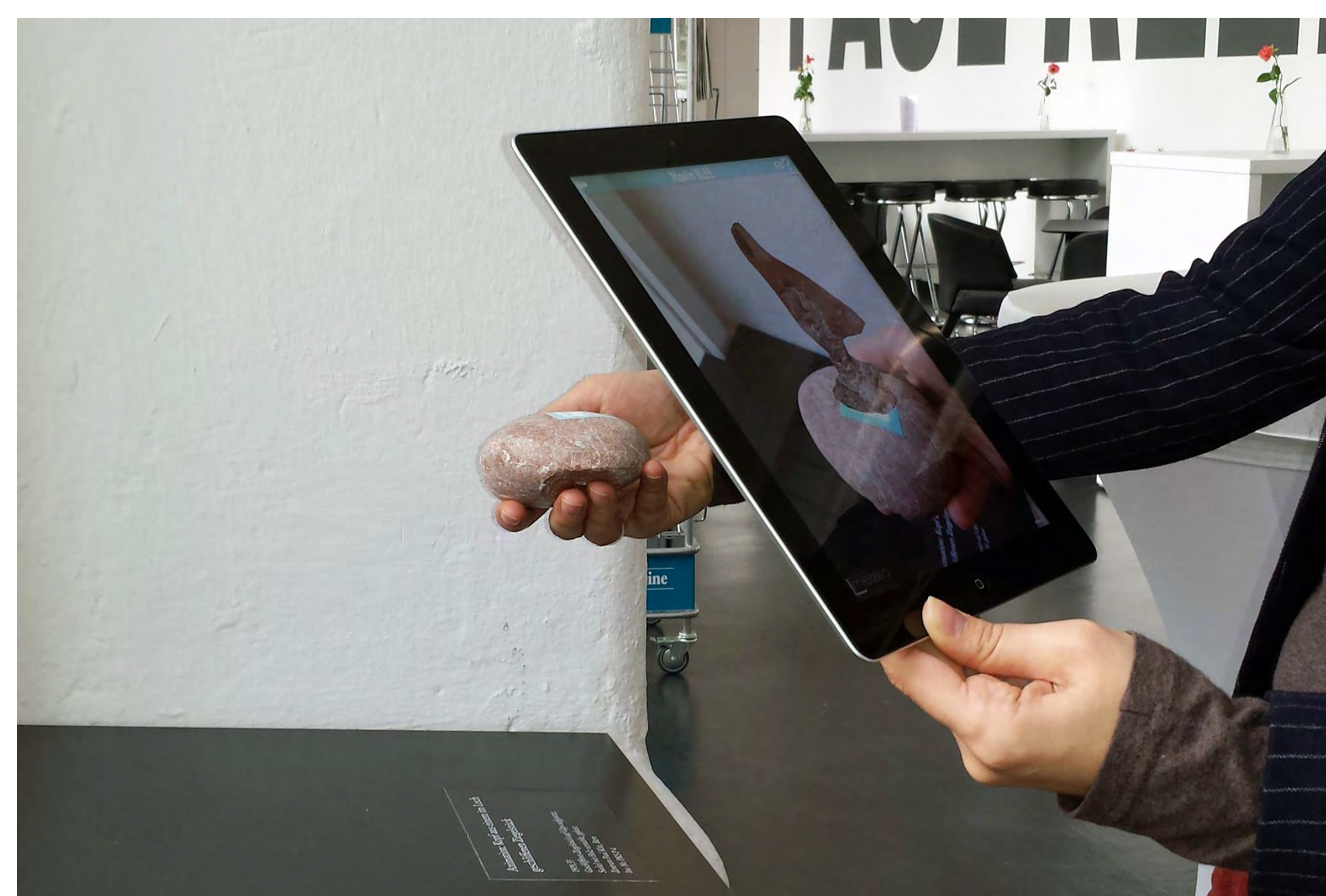
To show the process of tracking in the museum, there have been made three tests: distance from device to picture, percentage of covered part and angle measurement. The download statistics of iOS and Android have been analysed in relation to the amount of visitors.

Download statistics and visitor amount

App in Use: 3D-Model

Result

The result of the work is a reflexion of how good such an Application fits to a museum. The example of „Movin' KLEE" proved that these kind of applications can work out in other museums, too.

The experiences that we have done, is a chance to improve the App or use an other way of integrate it. Some things like internet problems or shadows become more important.

The integration of an online app with to much steps till the final result is possible, but not the best way in case of a good usability. In this case, a native App would work out better in the future.

Hochschule **Augsburg** University of Applied Sciences

Contact

britta.diehm@gmx.de

Supervisor

Prof. KP Ludwig John