

Augmented Reality Bibliography

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Markerless Augmented Reality = Uses GPS, accelerometers and digital compasses embedded in a device (eg. smartphone) to offer AR content based on the user location. This can be used for example to make mapping systems more interactive.Â Augmented reality can be used in many different contexts and applications. For example, this summer I decided to create a personal AR Business Card since this is going to be my last year of studies at the University of Southampton. 1990: The term augmented reality was coined by Boeing researcher Tom Caudell. 1992: Louis Rosenberg created the first fully immersive AR system at the U.S Air Force Research Laboratory. 1998: Augmented reality was first used for navigation, in NASA's X-38 spacecraft. 2000: AR Quake launched - the first AR game.Â 2005: The early 2000s saw the debut of augmented reality apps for smartphones. One of the first was AR Tennis - a two-player AR game developed for Nokia phones. Augmented Reality - Technology bibliographies - in Harvard style. Change style powered by CSL. Popular.Â This bibliography was generated on Cite This For Me on Tuesday, November 1, 2016. Report. Ma's 2013 Mobile Survey. 2013. In-text: (Ma's 2013 Mobile Survey, 2013). Your Bibliography: 2013. Ma's 2013 Mobile Survey. [online] Available at: [Accessed 13 September 2016]. Website.