Mixed Reality: The Continuum from Virtual to Augmented Reality

Panelists

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Abstract

Virtual Reality (VR), Augmented Reality (AR) and other realities along the Mixed Reality (MR) continuum use multi-sensory displays and spatial interaction to enable a number of useful and novel applications. These virtual worlds are able to train, explore and entertain in addition to augment the real world with information for our everyday lives. To perform tasks such as travel and other interaction, researchers in these worlds have focused heavily on issues of three-dimensional interaction, including interaction techniques, user interface metaphors and input devices but always with an outlook centric to their particular position along the MR continuum. This has resulted in interfaces tuned to certain MR instances that are not possible in them all because of factors such as the display types, tracking issues or interference and limits from the real world.

This panel brings together diverse researchers across the MR continuum to discuss their research and dissect the similarities and differences of each other's fields. The result is an understanding of interfaces across these realities and a merger of developing terminology, techniques and tools for future collaborations.

Panel members will give a description of their research followed by a short vision of future interface research. Audience questions submitted via index cards are heavily encouraged and expected to shape the panel discussion and direction.