

State & outlook of XR technologies for “Education & training” Augmented Reality

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SARAJEVO GRAPHICS GROUP

- research laboratory founded in 2004 at the Faculty of Electrical Engineering, University of Sarajevo, Bosnia and Herzegovina
- research areas: computer graphics, computer animation, visual arts, multimedia, interactive digital storytelling, VR video, AR applications
- members: computer scientists, artists, archaeologists, historians, writers, film and video professionals, musicians
- projects:
 - cultural heritage virtual presentations
 - virtual museums
 - VR movies

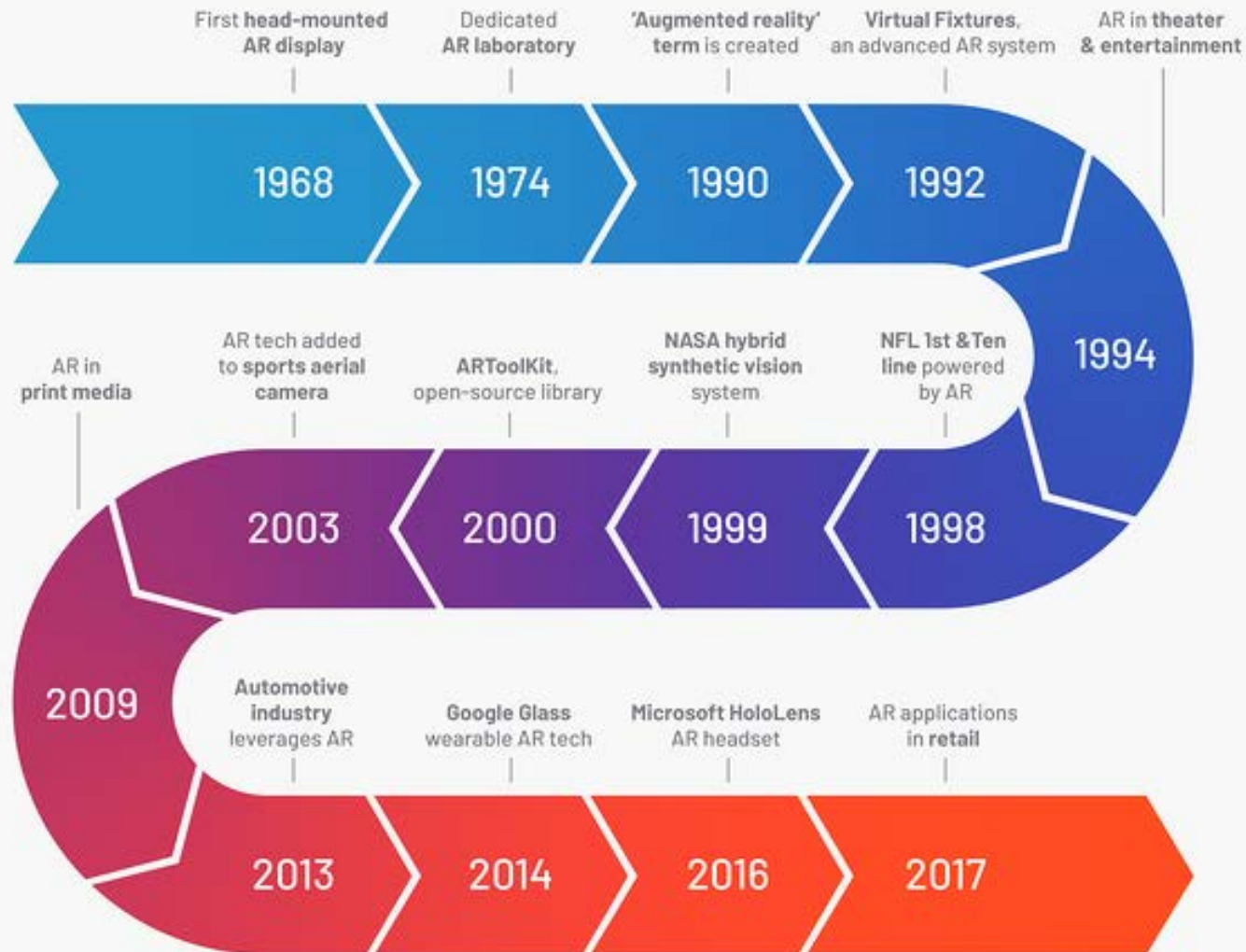


AUGMENTED REALITY

- Definition

Augmented reality is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated content.

History of Augmented Reality

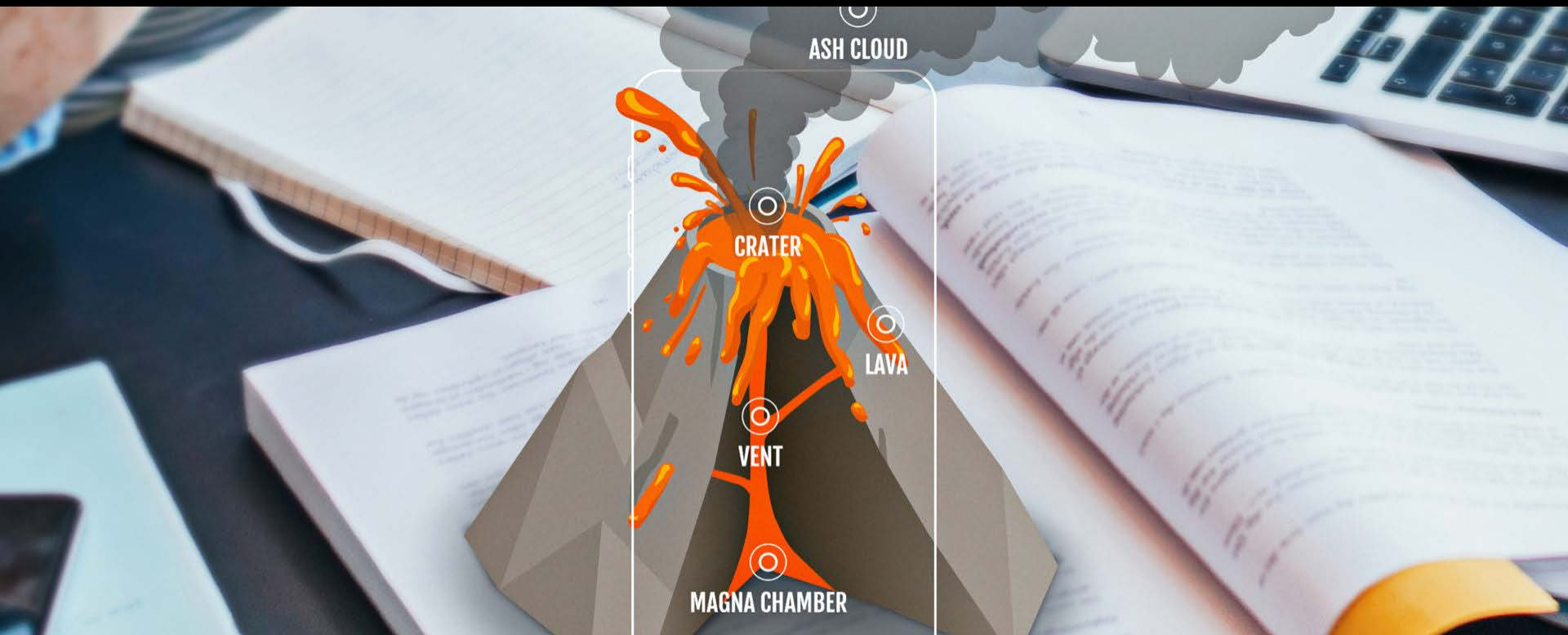


Augmented reality



AR IN EDUCATION

- Revolutionary way to attract the users attention
- VERY attractive for youngsters



AR IN EDUCATION



Interactive educational applications with AR elements

Ideal for distance learning and visualization of school course that is approved by
the Ministry of Education



AR IN TRAINING



IDEATION IDEAS 😊

- Introducing sense of touch and smell
- More ergonomic AR devices
- Better interaction
- Non invasive user interfaces
- ...

THANK YOU!



Sarajevo Graphics Group
<http://people.etf.unsa.ba/~srizvic/sgg.htm>