Augmented Reality Informater

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Abstract - *This paper discusses the use of Augmented reality (AR) applications for the use in Sharing information in more realistic and digital way. It describes the technology evolution from test application into full fledge mobile applications. We address the technical aspects of mobile AR application development, emphasizing the technologies that uses the delivery of augmented reality content possible and experientially superior. We examine the state of the art, providing an analysis concerning the development and the objectives of each application. Knowing various technological limitation hindering AR's substantial end user adaptation, the paper proposes a model for delivering AR mobile applications for the field of Digital information Sharing, aiming to release AR's full potential within the field.*

Key Words: mobile application, student experience, experience quality, augmented reality, fresher experience

1. INTRODUCTION

Even though Augmented Reality (AR) as a concept has existed since the 1960s, it is only over the last two decades that technological advances have made possible the formulation of a distinct research field. AR is a visualization technique that superimposes computer- generated data, such as text, videos, graphics, GPS data and other multimedia formats, on top of the real-world view, as captured from the camera of a computer, a mobile phone or other devices. In other words, AR can augment one's view and transform it with the help of a computer or a mobile device, and thus enhance the user's perception of reality and of the surrounding environment [1]. In addition, within an AR-enhanced context, information becomes interactive and easily manipulated in a digital manner.

2. TECHNOLOGY REQUIREMENTS

Until recently Virtual Reality (VR) was a popular technology offering users an interactive, simulated environment. Its main con, is that it prohibits the user from developing a relationship with the real world and the surroundings as it demands one's full immersion within the simulated environment. In Augmented Reality, AR allows this communication since one of its prerequisites is the superimposition of computer- generated data onto the real view. This is perhaps one of the main factors for AR's increasing popularity among individual users

3. LITERATURE REVIEW

The research included a review of literature, feedback from the Existing users who, type anything to get the information they want. The problem in this system is that user have to know what they need to search, but if the user doesn't know or especially for the Indian users/ or any non – English speaking user it might not be easy to get the information they need.

Table -1: Existing System

| Pros of existing method	Cons of existing method
Easy to use	Searching required with right question
Information available to anyone	Not always useful
Simple	Too much information

4. PROPOSED SYSTEM

Whenever the user wants any information regarding any product (physical), he can easily find the relevant information regarding the objects he/she wants. While existing system must know what the objects is called to find out the detail of product, but in proposed system name of the product or objects not needed

Table -2: Proposed System

Pros of Proposed System	Cons of Proposed System
Specific Product detail	Sometime product is not correctly organized
No need to know the product name/title	None as of now

5. DEVELOPMENT
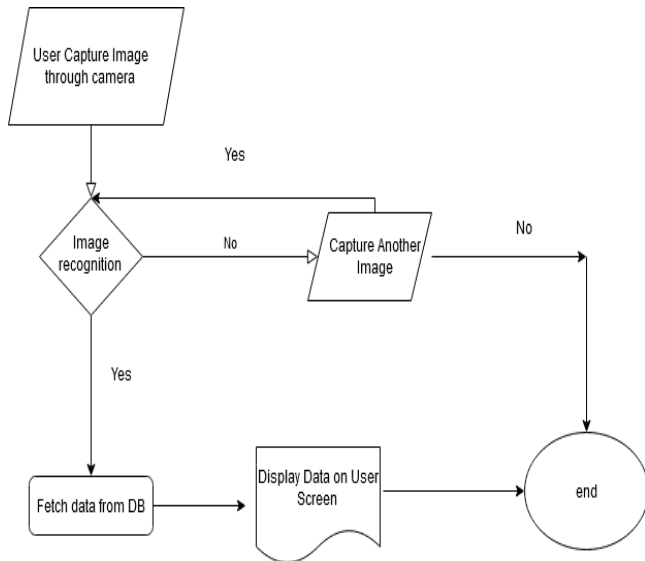
Fig -1: Flow of Proposed System

Design flow of the program is simple. User capture image, captured image sent to Vuphoria API to image recognition, after image is recognized, relevant information is fetched from database based on the image recognized in above step. If no image is recognized either user have you capture another Image from different angle or better view. Or he/she can exit the app

Acknowledgment

6. CONCLUSION

Proposed system will work better in terms of user having no clue about the product / thing or places they need information about. Thus, reducing the gap between the real and digital world.

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