

AR Work Plan

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What We Currently Have

- Collection of known standards to utilize
 - Graphics, image, audio/video, location, sensor, etc.
 - <http://www.perey.com/ARStandards/existing-standards/>
- The beginnings of an AR vocabulary
 - http://www.perey.com/ARStandards/AR_Glossary_2.2_May_3.pdf
 - AR Glossary Task Force (established January 2013)
- AR Use Cases
 - http://ar-discovery.wikia.com/wiki/Use_Cases
- AR Reference Model
 - http://www.perey.com/ARStandards/w14769_MAR_Ref_Model_CD_July_7_2014.pdf

What We Need

- Community-accepted AR vocabulary
- Interoperability with operational initiatives
 - GEOSS, Eye-on-Earth, EarthCube, etc.
- Organizational cooperation
 - IEEE, OGC, academia, etc.
- Individual activity
 - participation in telecons
 - Contributions to work product
 - CC-BY SA 4.0

IP Policy

- In order to reduce or avoid obstacles to including work developed in or prepared by this group in future specifications, participants agree that all contributions to the text, images, shared knowledge and other assets (e.g., running code, AR experiences) remain with the contributor but are shared on the basis of Creative Commons
 - CC BY SA 4.0
 - <http://creativecommons.org/licenses/by-sa/4.0/>

The Way Forward – A Prototype

- Identify specific application area to work with
 - Geospatial, education, medical, etc.
- Identify specific use cases to realize
 - Context (physical, mental)
 - Active/passive discovery
- Identify development environment and strategy to use
 - SDKs/APIs
 - <http://socialcompare.com/en/comparison/augmented-reality-sdks>
 - Application(s) to possibly integrate with
 - Research and testing (GEOSS Architecture Implementation Pilot, OGC IP)

The Way Forward – A Prototype

- Develop architecture and design specification for prototype
 - Use AR Reference Model as guide
 - Include all relevant content to date
- Develop metrics to measure success
- Develop prototype
- Test prototype and collect defined metrics
- Write report on development experience

What is Success

- Measure and analyze metrics
 - Performance, relevance, value-add
- Solicit user feedback
 - Usability, user experience
- Solicit developer feedback
 - Ease of development, value of available tools, developer community interest
- Gauge community interest
 - Adoption of technology, embrace and extend technology