Joint Search Patterns in Mixed Reality
An Analysis on How Dyads Use AR to Find Virtual Objects

3D space with virtual objects
Cooperative search as dyads
Different patterns identified

Analysis concerning search patterns & behaviors of dyads

Experiment setting:
• 10 dyads
• 5 turns per dyad = 50 samples
• task: find a distinct object together
• object distinct by shape and color
• distributed in one room in a 3D space

Separator:  
• restriction of search space
• facets: My Half, Front Half, Top Low

Spinner:  
• circular movement
• covers at least half the search space

Sep. Space (Front Half):
Separation of Space: Based on position & body movement

Discussion:
• search patterns not homogenous: Is it due to complexity or not enough turns per group? More learning effect leading to different results?
• difficult to establish patterns: why?

Ask us about the Demo

Contact us via E-Mail or talk to us right away.
Or use this link: http://bit.ly/TUC_people

Sounds interesting? We think so too.

Related Work:
Cooperative Mixed Reality: An Analysis Tool
DOI: http://doi.acm.org/10.1145/3148330.3154510

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