

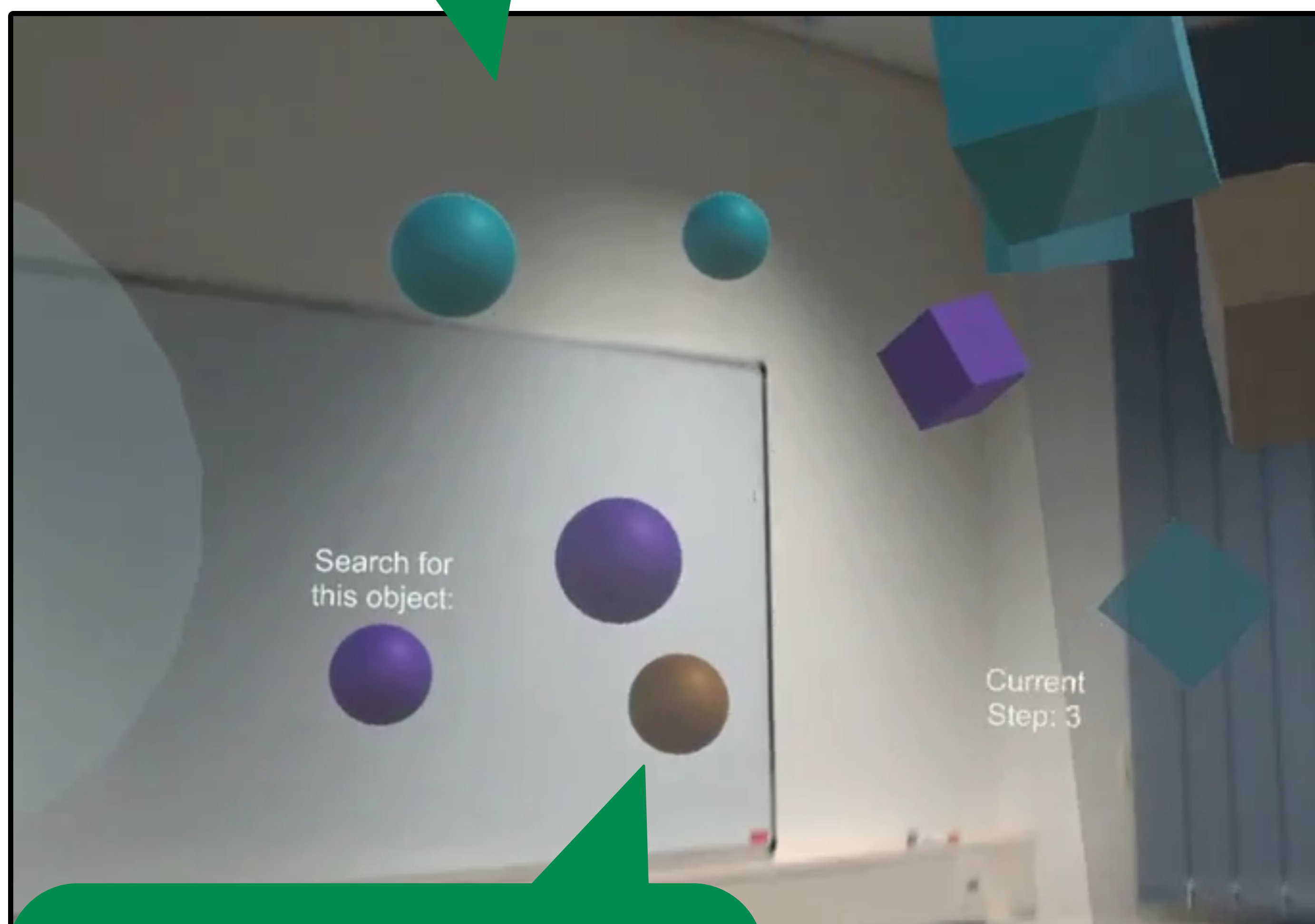
Joint Search Patterns in Mixed Reality

An Analysis on How Dyads Use AR to Find Virtual Objects

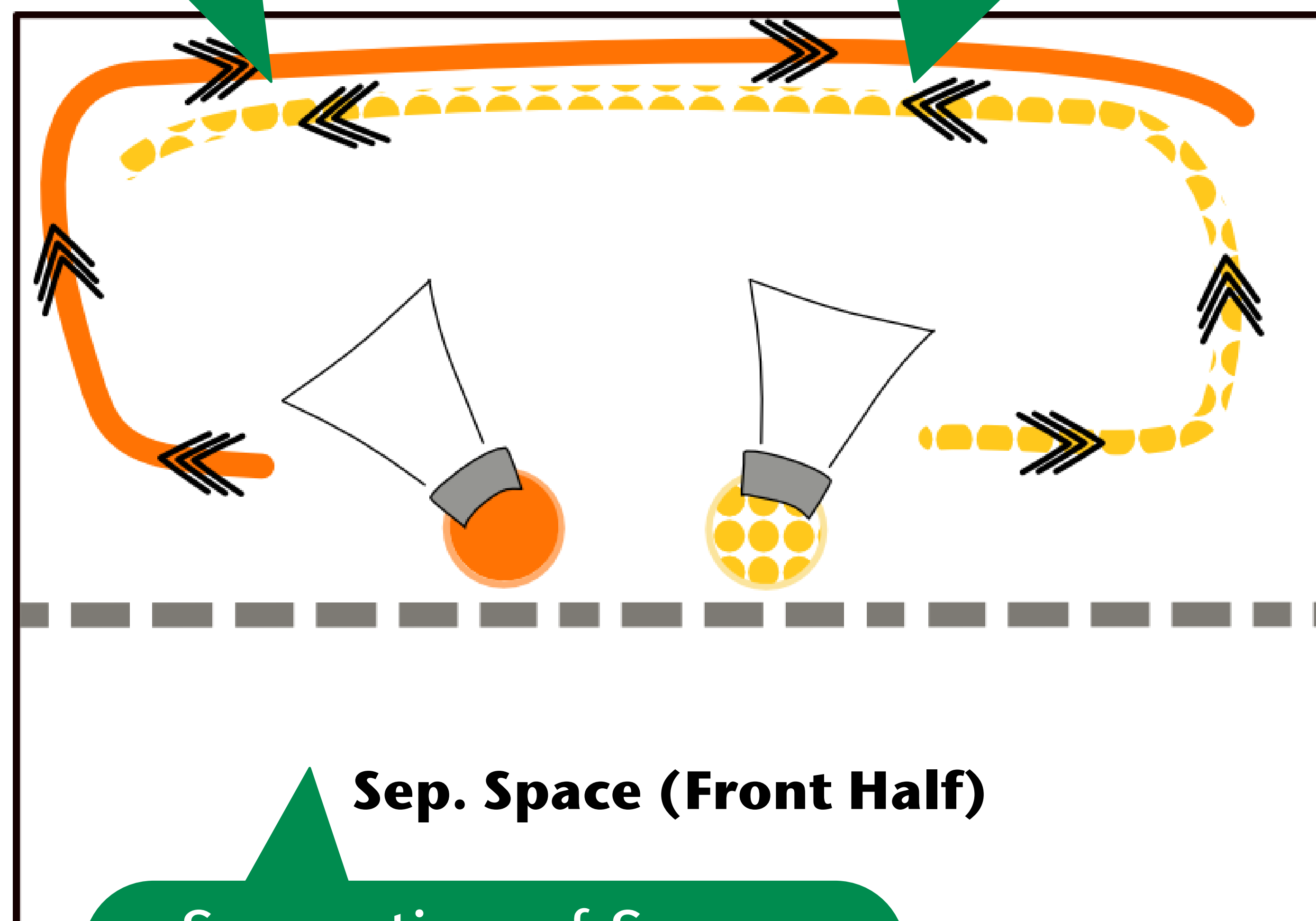
3D space with
virtual objects

Cooperative
search as dyads

Different patterns
identified



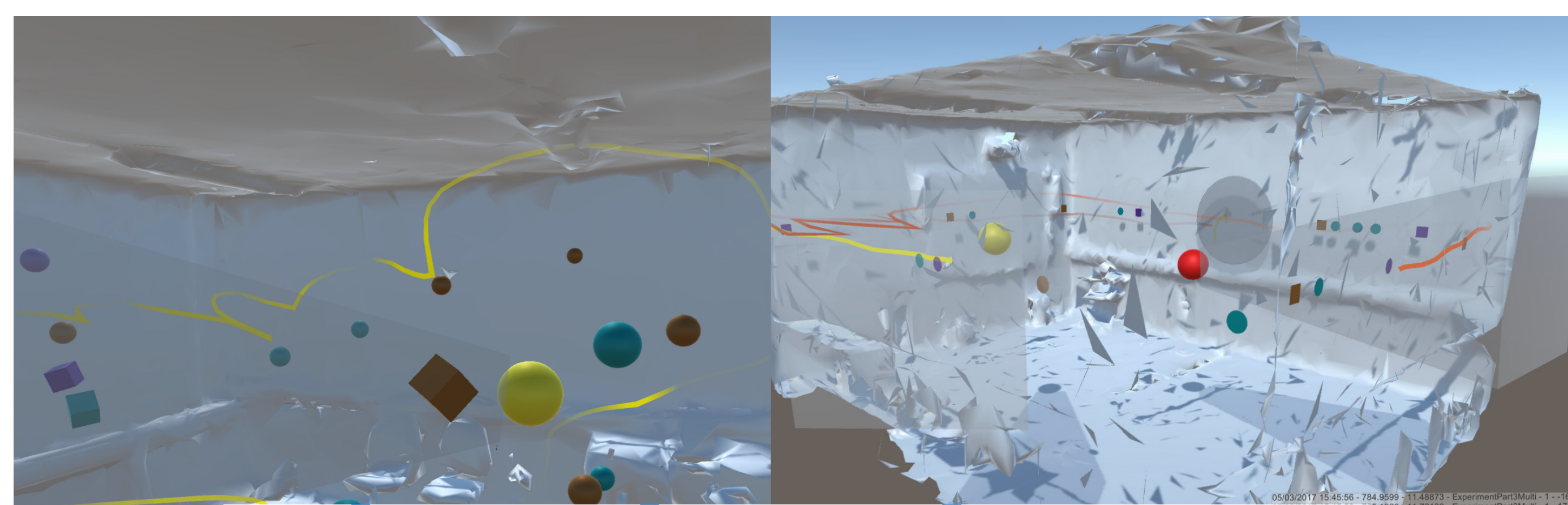
Analysis concerning
search patterns &
behaviors of dyads



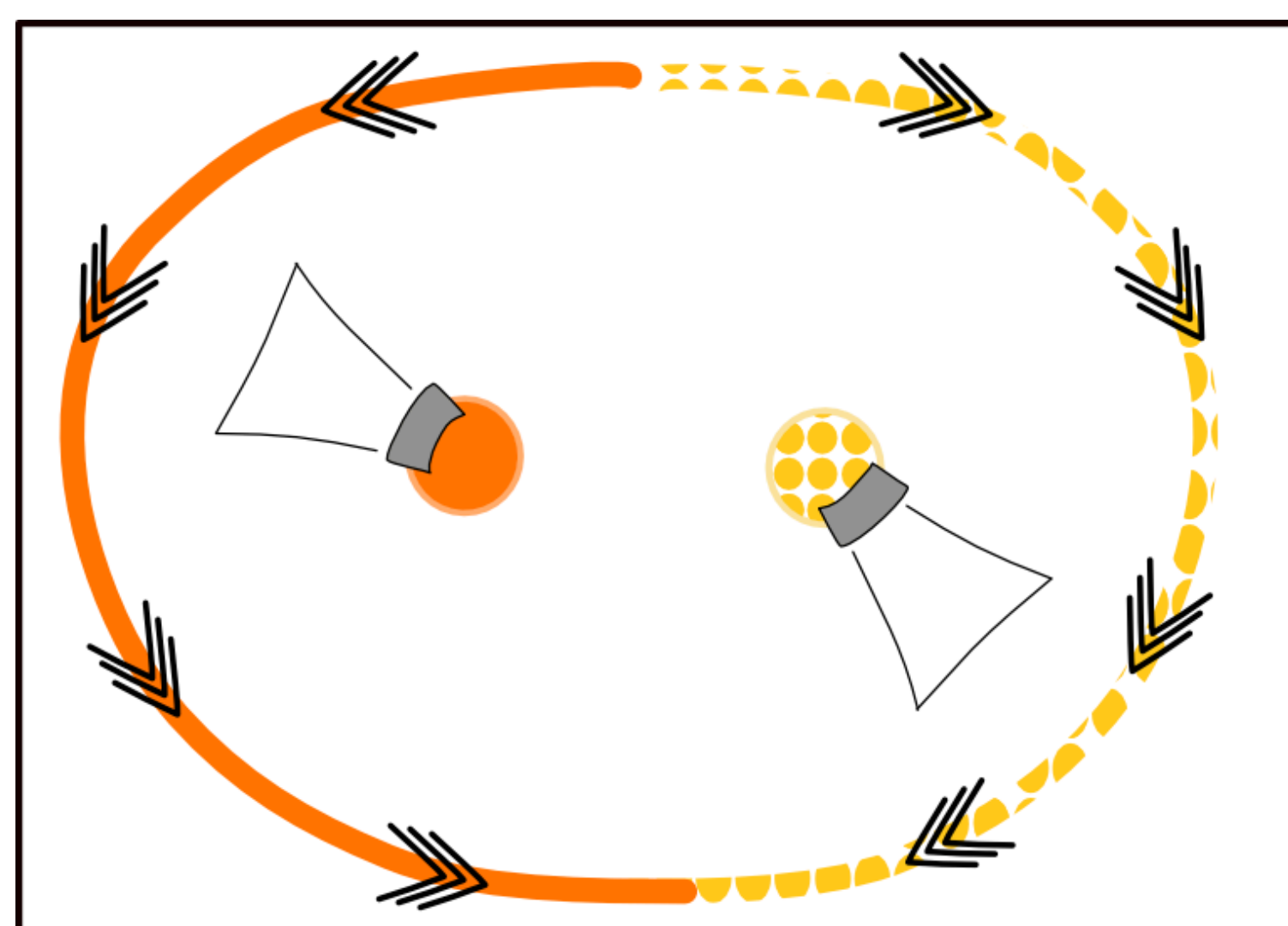
Separation of Space:
Based on position &
body movement

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

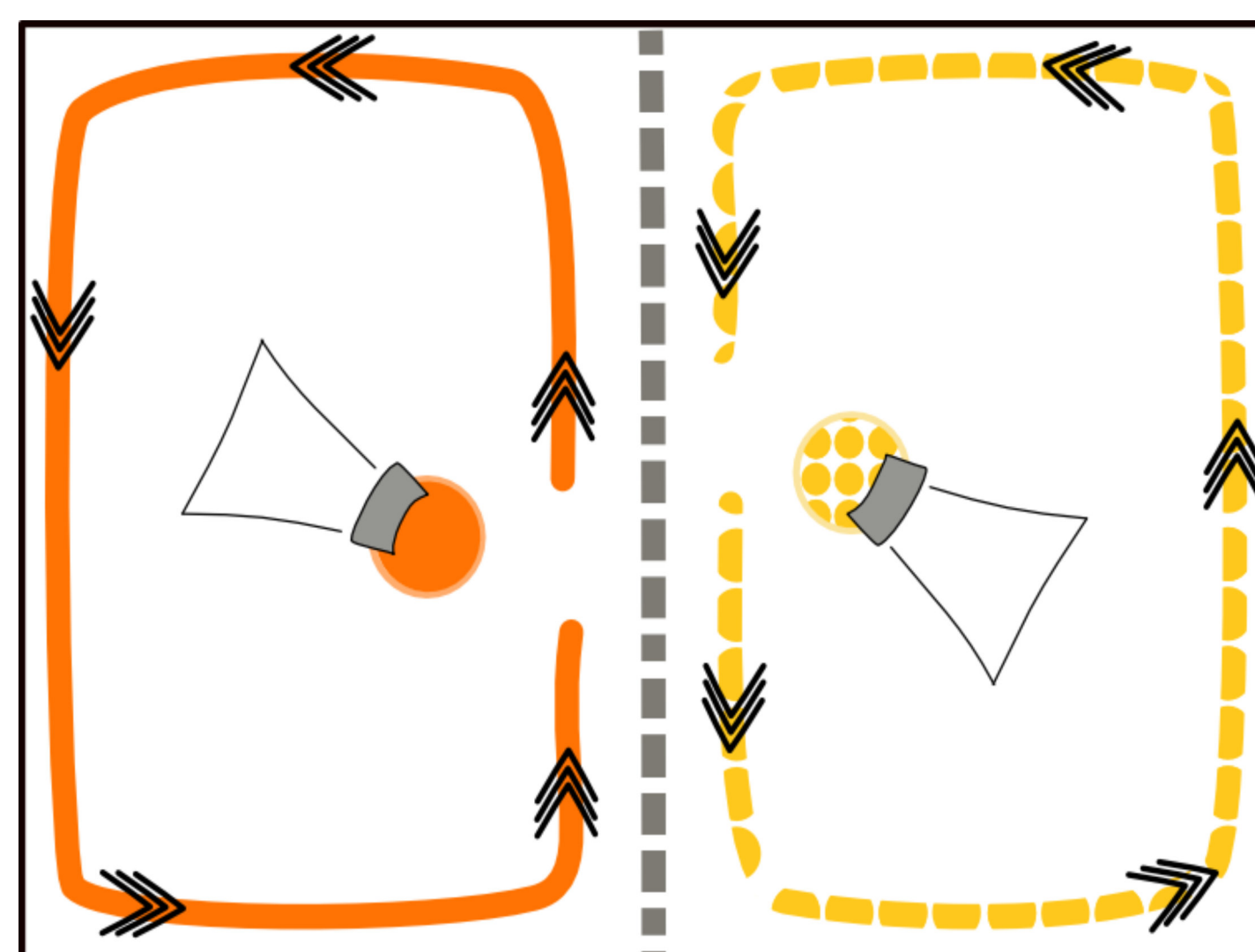


[*Ask us about the Demo*](#)



Spinner:

- circular movement
- covers at least half the search space



Sep. Space (My Half):

- restriction of search space
- facets: *My Half, Front Half, Top Low*

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?**



Related Work:

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



Sounds interesting? We think so too.
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