Augmented Reality Kitchen

Augmenting Human Sensibilities in a Domestic Kitchen

Abstract

The real world is not a computer screen. Designing user interfaces that will be inside of a computer screen is very different from designing lenses to be placed in the real world environment, what is given is not a test of a computer's ability, their attention is not on the screen. In many ways, a computer is like a virtual world that is separate from the real world. In the real world, people are constantly casting their attention, while the computer is designed to dominate. However, a user is not the only user of their activities. When using a tool that is like an immersive computer, we need to consider how to interpret the environment in the virtual world, people are constantly switching their attention, while the computer displays information about the environment that is not always seen, but the virtual space will still be present.

Convenience is intuition. Smart indicators are good for visual searches.

Immersion is the concept of being transported into another world. A domestic kitchen is a place of safety and comfort, where people can relax and enjoy their meals. However, it can also be a place of stress and anxiety. The kitchen can be a place where people feel overwhelmed by the amount of tasks they have to complete, and the need to be constantly aware of what is happening. Immersive displays, on the other hand, can be used to create a sense of immersion, where people can feel as if they are actually in the kitchen, and can experience the environment in a more realistic way.

Visual complexity in the physical world can be facilitated through overlaying immersive displays and attentive displays. When the physical world is complex and crowded, people tend to focus on one thing at a time. However, when using a virtual space, people can focus on multiple things at once, and can switch their attention to different tasks as needed.

Attention display: A Freezer Study

The ambiguity of the task and feedback was designed to confuse the subjects' expectations. Nevertheless, 44% of subjects felt cold when the door was opened. The ambiguity of the task and feedback was also designed to confuse the subjects' expectations. Nevertheless, 44% of subjects thought they should close the fridge quickly because of the immersive display and the sound of the storm.

Immersive Display: A Range Study

Familiar mappings for water temperature were added in KitchenSense in order to maintain an easily understood physical environment. Familiar mappings for water temperature were added in KitchenSense in order to maintain an easily understood physical environment. Familiar mappings for water temperature were added in KitchenSense in order to maintain an easily understood physical environment.

Immersive Display: A Range Study

The ambiguity of the task and feedback was designed to confuse the subjects' expectations. Nevertheless, 44% of subjects thought they should close the fridge quickly because of the immersive display and the sound of the storm.

Augmented Reality Kitchen

Augmenting Human Sensibilities in a Domestic Kitchen

Abstract

The real world is not a computer screen. Designing user interfaces that will be inside of a computer screen is very different from designing lenses to be placed in the real world environment, what is given is not a test of a computer's ability, their attention is not on the screen. In many ways, a computer is like a virtual world that is separate from the real world. In the real world, people are constantly casting their attention, while the computer is designed to dominate. However, a user is not the only user of their activities. When using a tool that is like an immersive computer, we need to consider how to interpret the environment in the virtual world, people are constantly switching their attention, while the computer displays information about the environment that is not always seen, but the virtual space will still be present.

Convenience is intuition. Smart indicators are good for visual searches.

Immersion is the concept of being transported into another world. A domestic kitchen is a place of safety and comfort, where people can relax and enjoy their meals. However, it can also be a place of stress and anxiety. The kitchen can be a place where people feel overwhelmed by the amount of tasks they have to complete, and the need to be constantly aware of what is happening. Immersive displays, on the other hand, can be used to create a sense of immersion, where people can feel as if they are actually in the kitchen, and can experience the environment in a more realistic way.

Visual complexity in the physical world can be facilitated through overlaying immersive displays and attentive displays. When the physical world is complex and crowded, people tend to focus on one thing at a time. However, when using a virtual space, people can focus on multiple things at once, and can switch their attention to different tasks as needed.

Attention display: A Freezer Study

The ambiguity of the task and feedback was designed to confuse the subjects' expectations. Nevertheless, 44% of subjects thought they should close the fridge quickly because of the immersive display and the sound of the storm.

Immersive Display: A Range Study

Familiar mappings for water temperature were added in KitchenSense in order to maintain an easily understood physical environment. Familiar mappings for water temperature were added in KitchenSense in order to maintain an easily understood physical environment. Familiar mappings for water temperature were added in KitchenSense in order to maintain an easily understood physical environment.

Immersive Display: A Range Study

The ambiguity of the task and feedback was designed to confuse the subjects' expectations. Nevertheless, 44% of subjects thought they should close the fridge quickly because of the immersive display and the sound of the storm.

Augmented Reality Kitchen

Augmenting Human Sensibilities in a Domestic Kitchen

Abstract

The real world is not a computer screen. Designing user interfaces that will be inside of a computer screen is very different from designing lenses to be placed in the real world environment, what is given is not a test of a computer's ability, their attention is not on the screen. In many ways, a computer is like a virtual world that is separate from the real world. In the real world, people are constantly casting their attention, while the computer is designed to dominate. However, a user is not the only user of their activities. When using a tool that is like an immersive computer, we need to consider how to interpret the environment in the virtual world, people are constantly switching their attention, while the computer displays information about the environment that is not always seen, but the virtual space will still be present.