

# **Bridging Engineering and Liberal Arts in an Augmented Reality Design Course**

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**COMM 4966/6966:  
Mobile Augmented  
Reality Design**



# Multidisciplinary Group of Students

Electronic Arts MFA

GSAS BS

Communication + Media PhD

HCI Co-Terminal BS MS

Computer Science BS

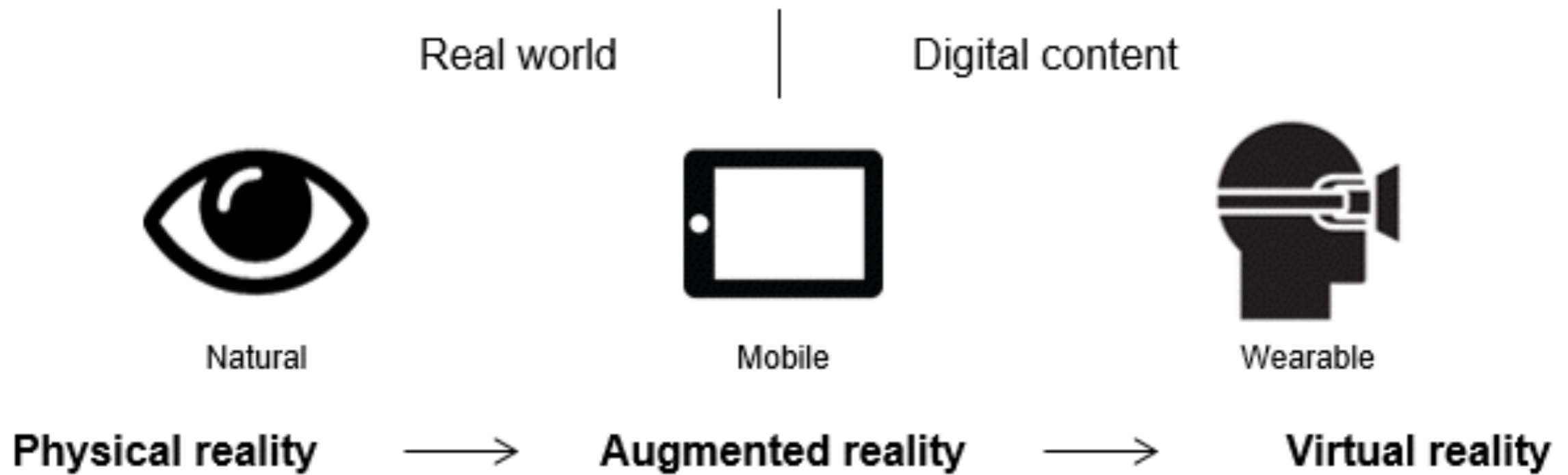
Communication BS



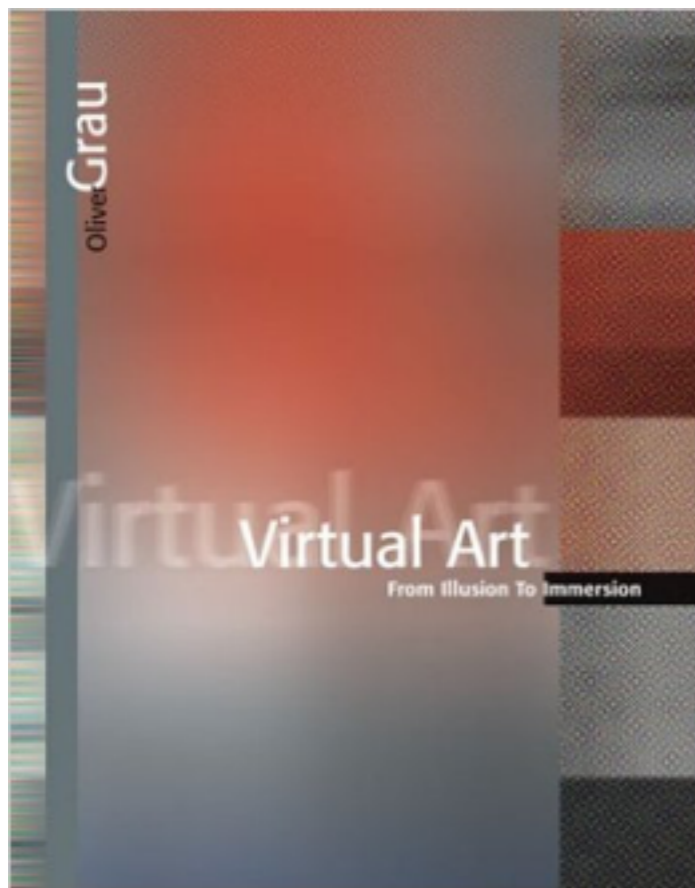
# Q: “What relevant skills or experiences do you bring to this course?”

Visual Art Programming (Processing, Java, Actionscript) Over 20 years experience teaching with focus on impact of technology on teaching, learning and assessment working in teams Unity 3D Unreal dev kit Maya C++ Python C# communication skills theoretical/analytical skills Video production Motion graphics Web design Script writing for plays, commercials, films Web dev Graphic Design Android app dev geoSPARQL java js googlemaps api MS visual studio Eclipse Animation User-centered design prototyping Usability testing

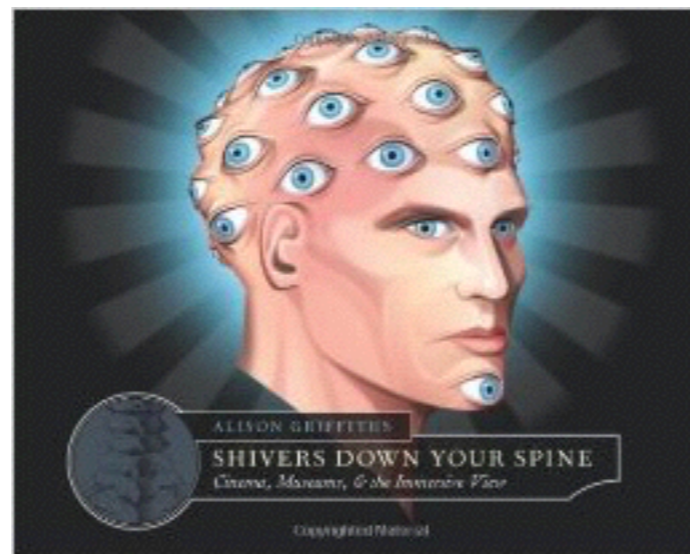
# What is AR?



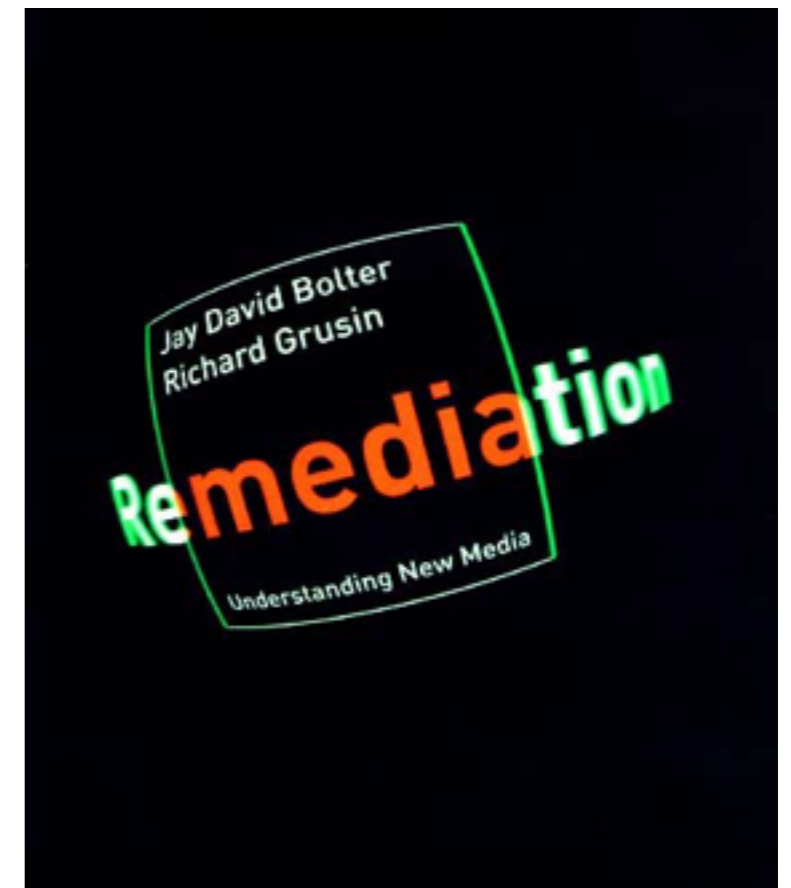
# AR as a part of a larger Media History



Oliver Grau -  
Virtual Art: From Illusion to  
Immersion



Alison Griffiths -  
Shivers Down Your Spine:  
Cinema, Museums, and the  
Immersive View

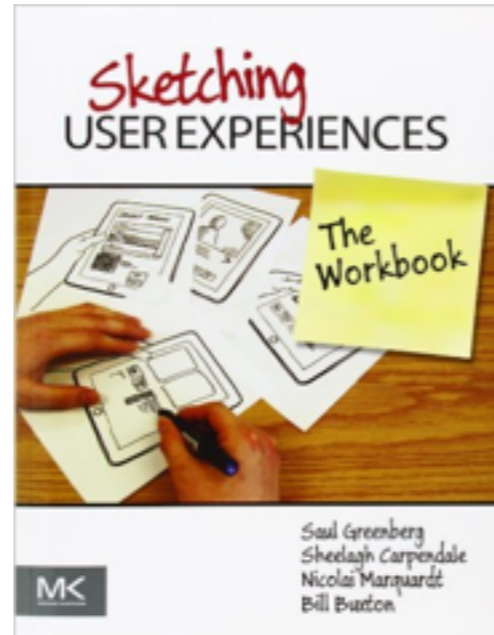


Jay David Bolter + Richard  
Grusin -  
Remediation:  
Understanding New Media

# Design Approaches



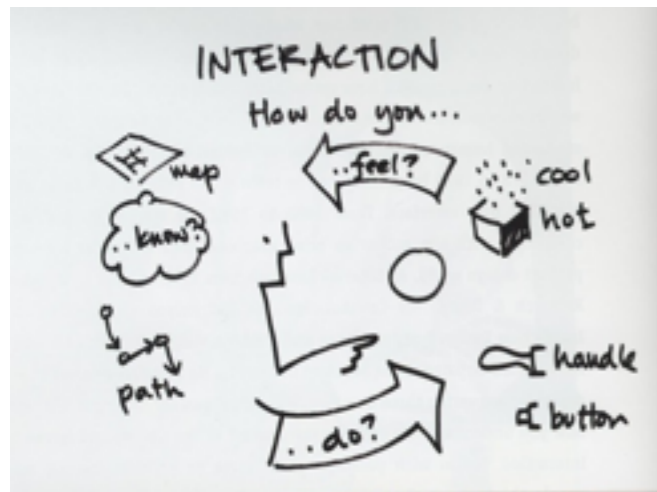
IDEO method cards



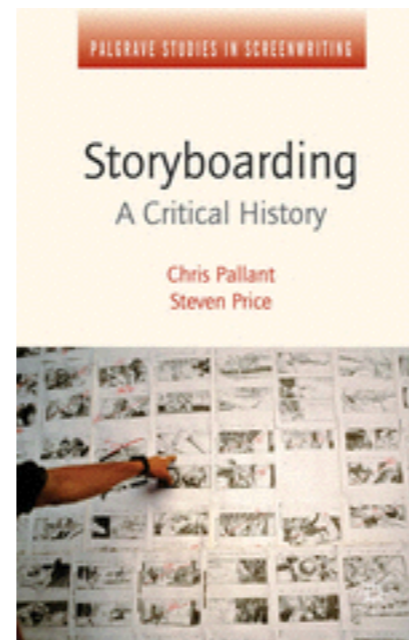
Greenberg et. al. - Sketching User Experiences



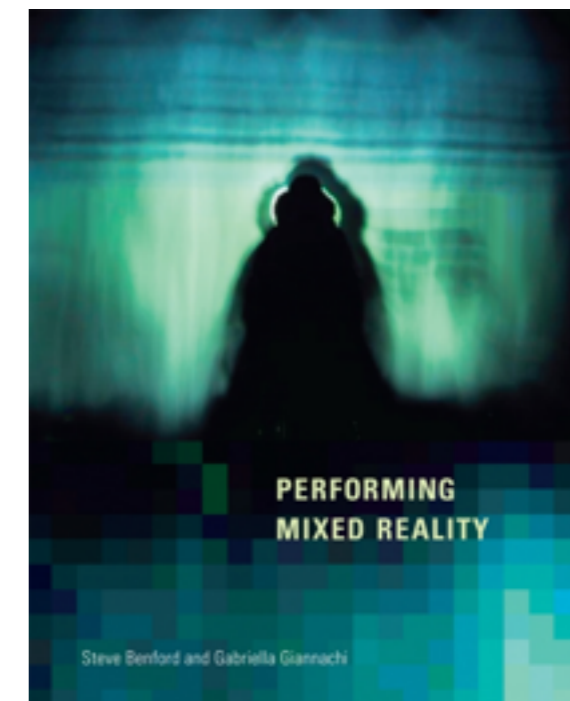
Anthony Dunne + Fiona Raby - Speculative Everything



Bill Verplank's interaction design framework



Chris Pallant + Steven Price - Storyboarding: A Critical History



Steve Benford + Gabriella Giannachi - Performing Mixed Reality

# Students + Readings = ?

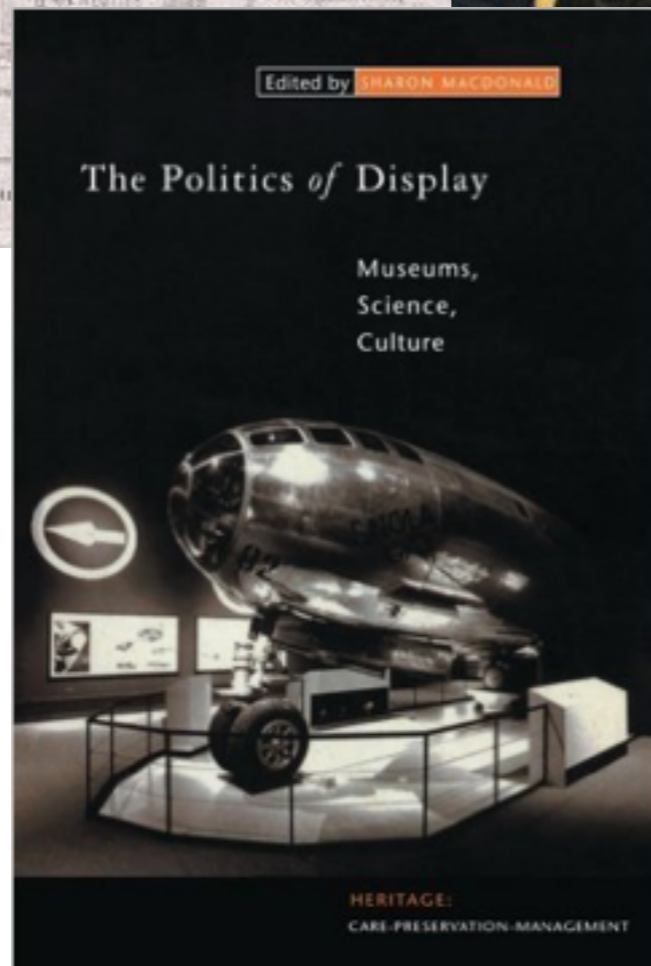
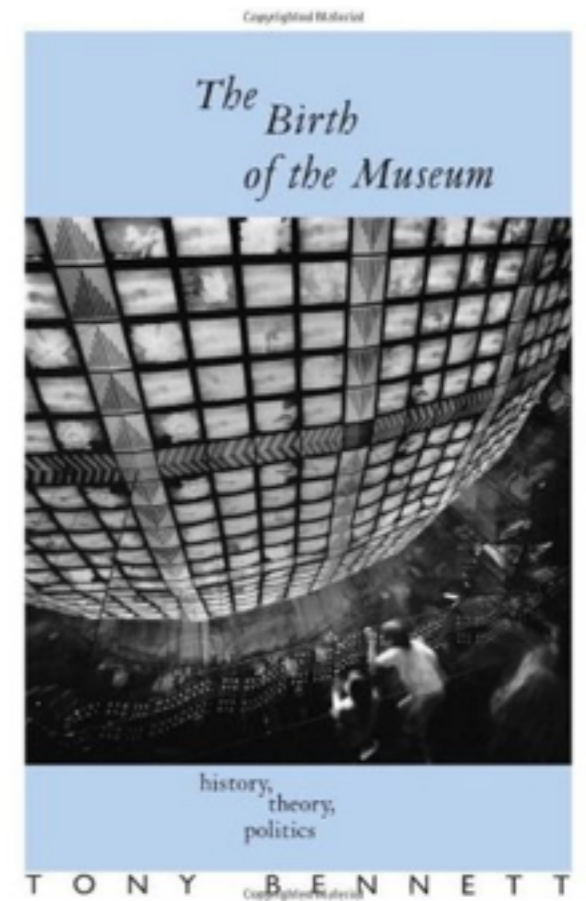
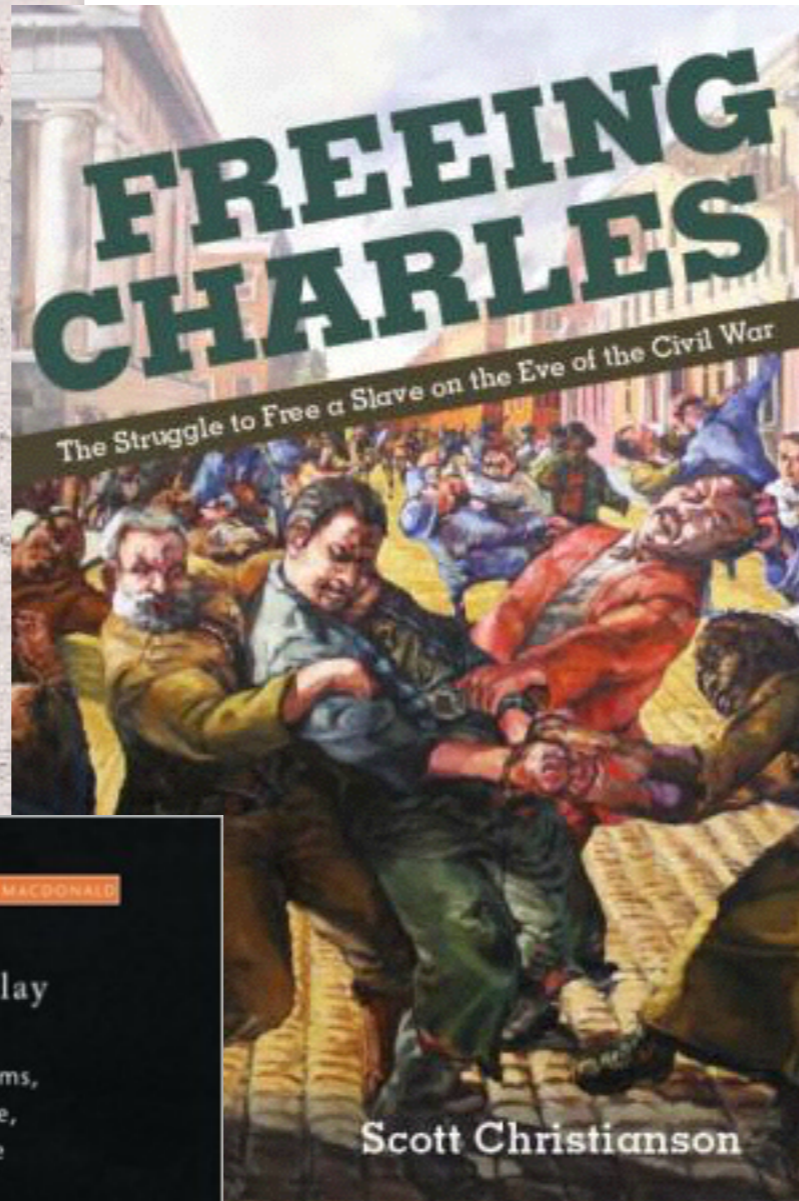
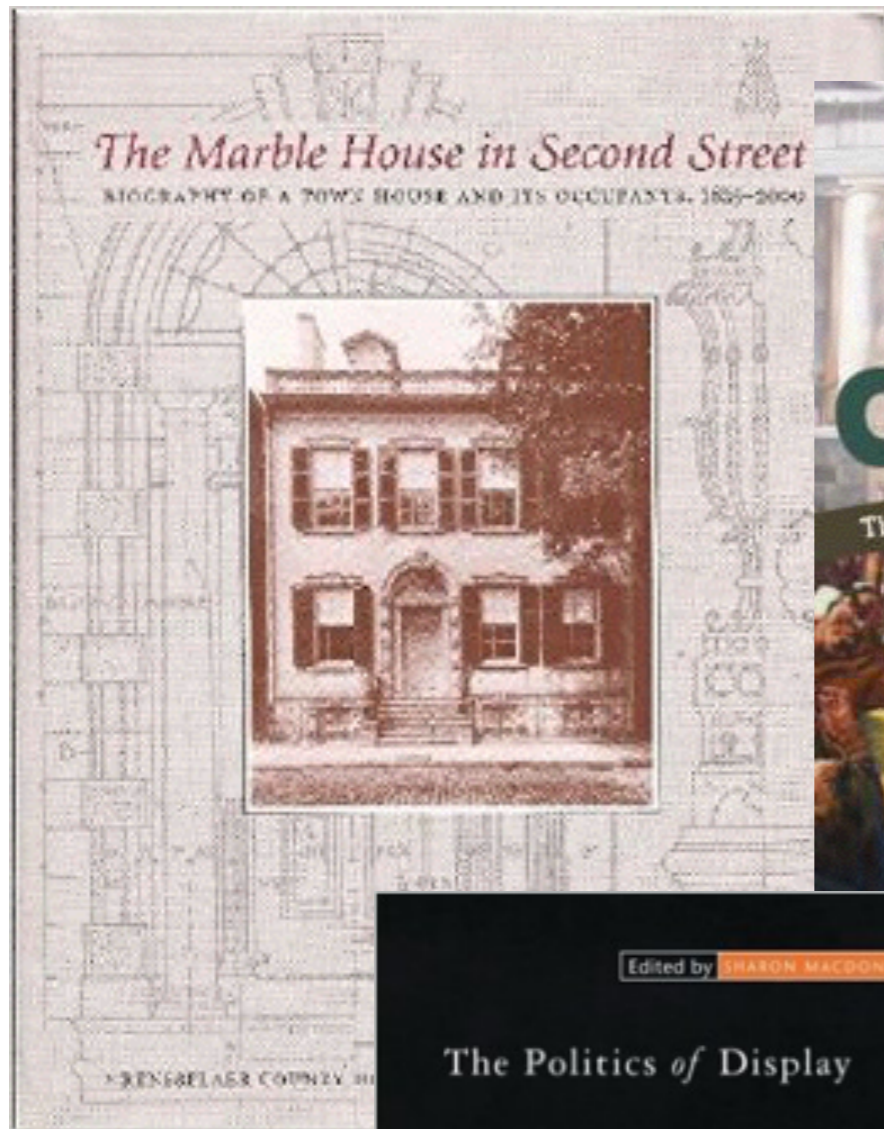
**“The readings are great. I love the hands-on approach to design.”**

**“One of the best things so far is learning about different AR techniques and its history.”**

**“The reading is interesting and helpful.”**

**“I like that the subjects we cover are really diverse. I’m learning about things I would not have expected to be in this course but think are really valuable to it.”**







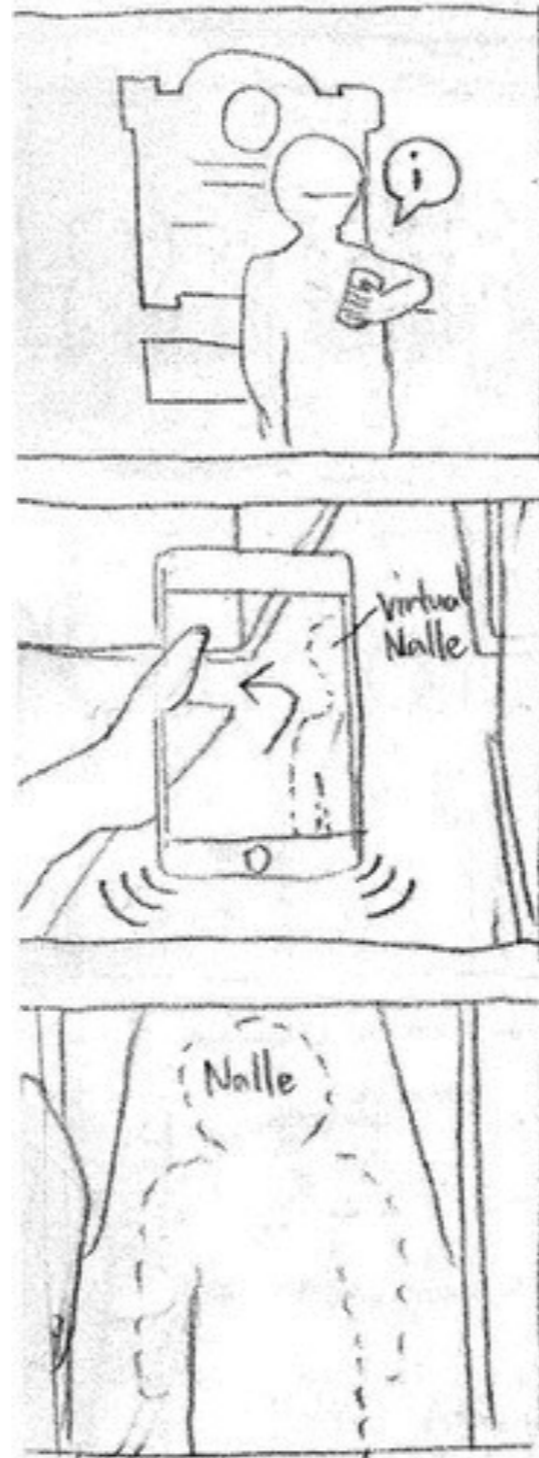


# Concept art from dev blogs



**Design Team:** Nick Lewis,  
John Grover, SaraBeth Jaffe,  
Doris Xian

**Project for the exterior of  
the Hart-Cluett House**



**Design Team:** Leo Antlyes,  
Jacky Doll, Raven Kwok  
**Project on the liberation of  
Charles Nalle**

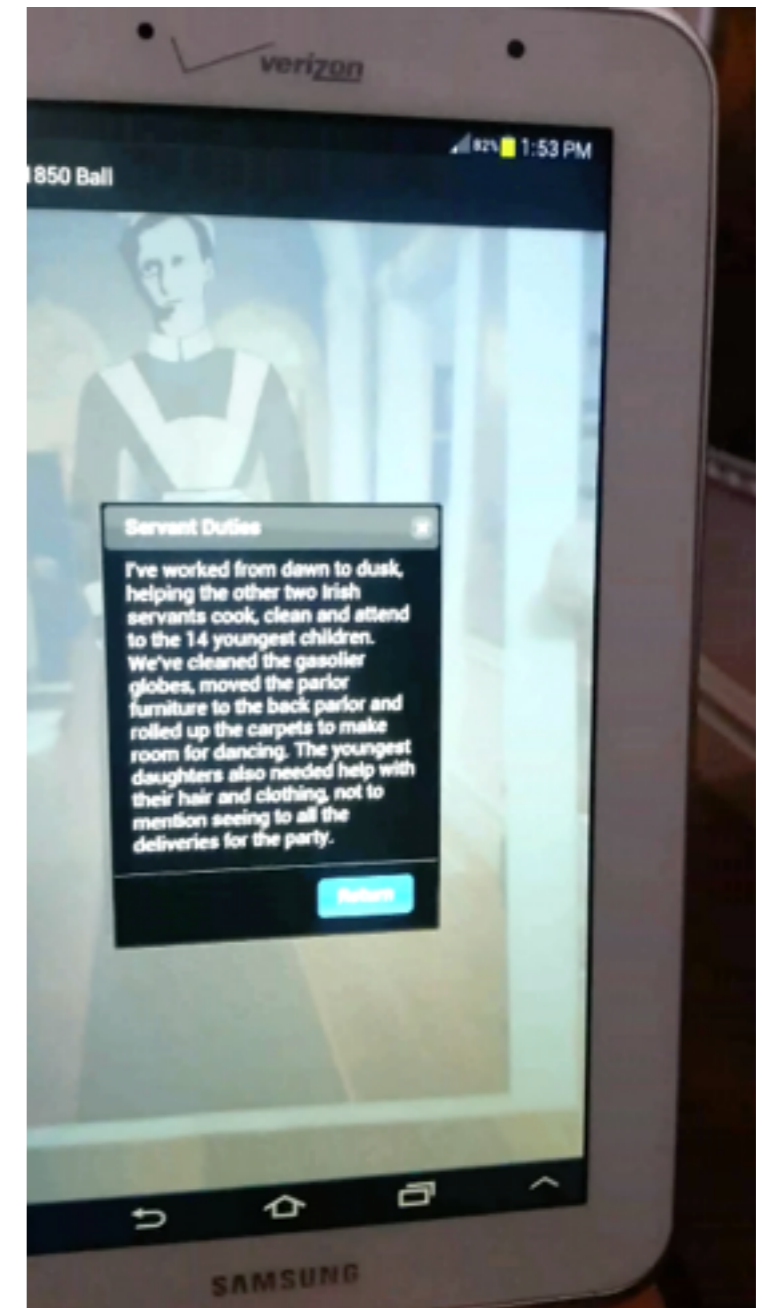


**Design Team:** Sebastian  
Baasch, Jason Coley, Irene  
Khan, Leslie King  
**Project for the interior of  
the Hart-Cluett House**

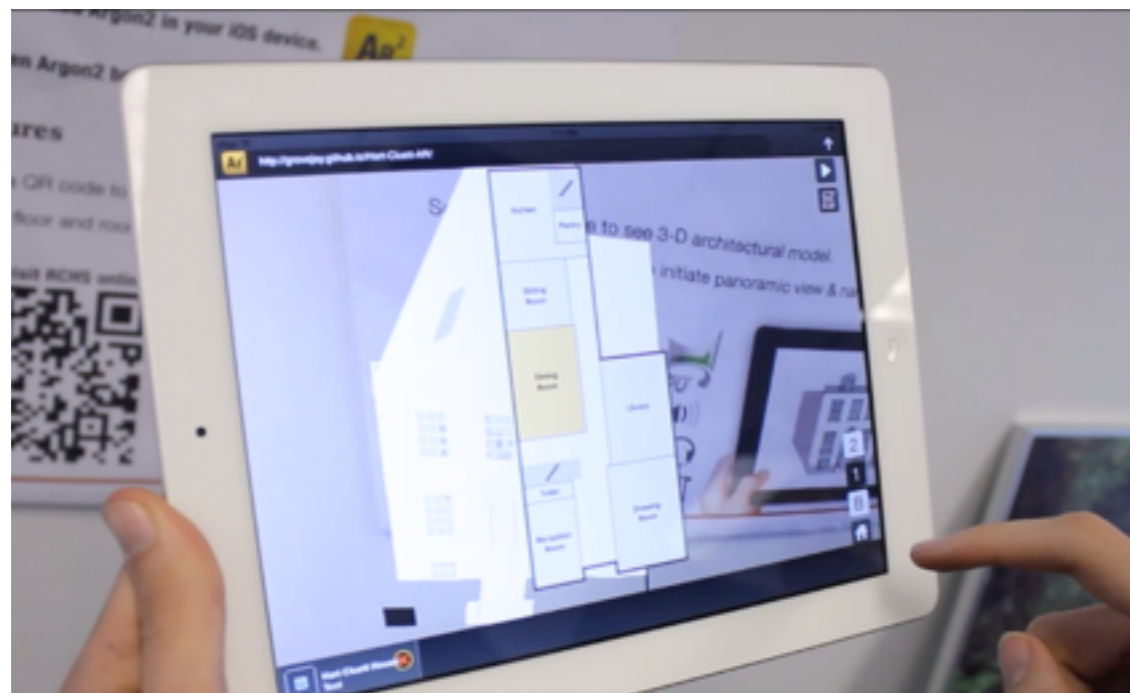
# Screenshots from demo videos



**Design Team:** Leo Antlyes, Jacky Doll, Raven Kwok  
Project on the liberation of Charles Nalle



**Design Team:** Sebastian Baasch, Jason Coley, Irene Khan, Leslie King  
Project for the interior of the Hart-Cluett House

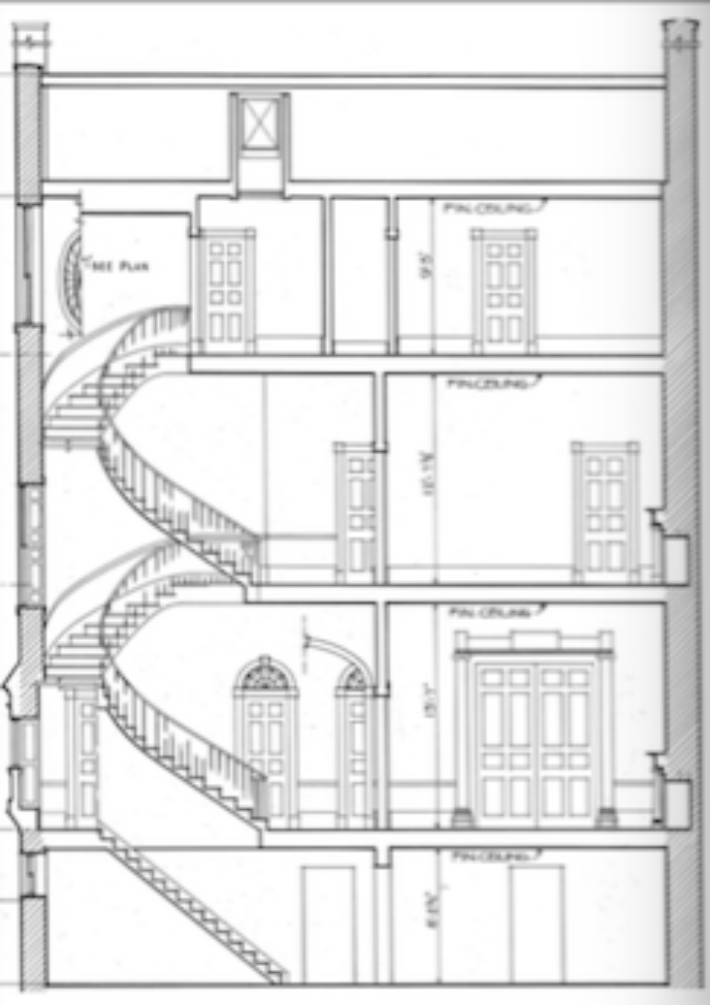


**Design Team:** Nick Lewis, John Grover, SaraBeth Jaffe, Doris Xian  
Project for the exterior of the Hart-Cluett House



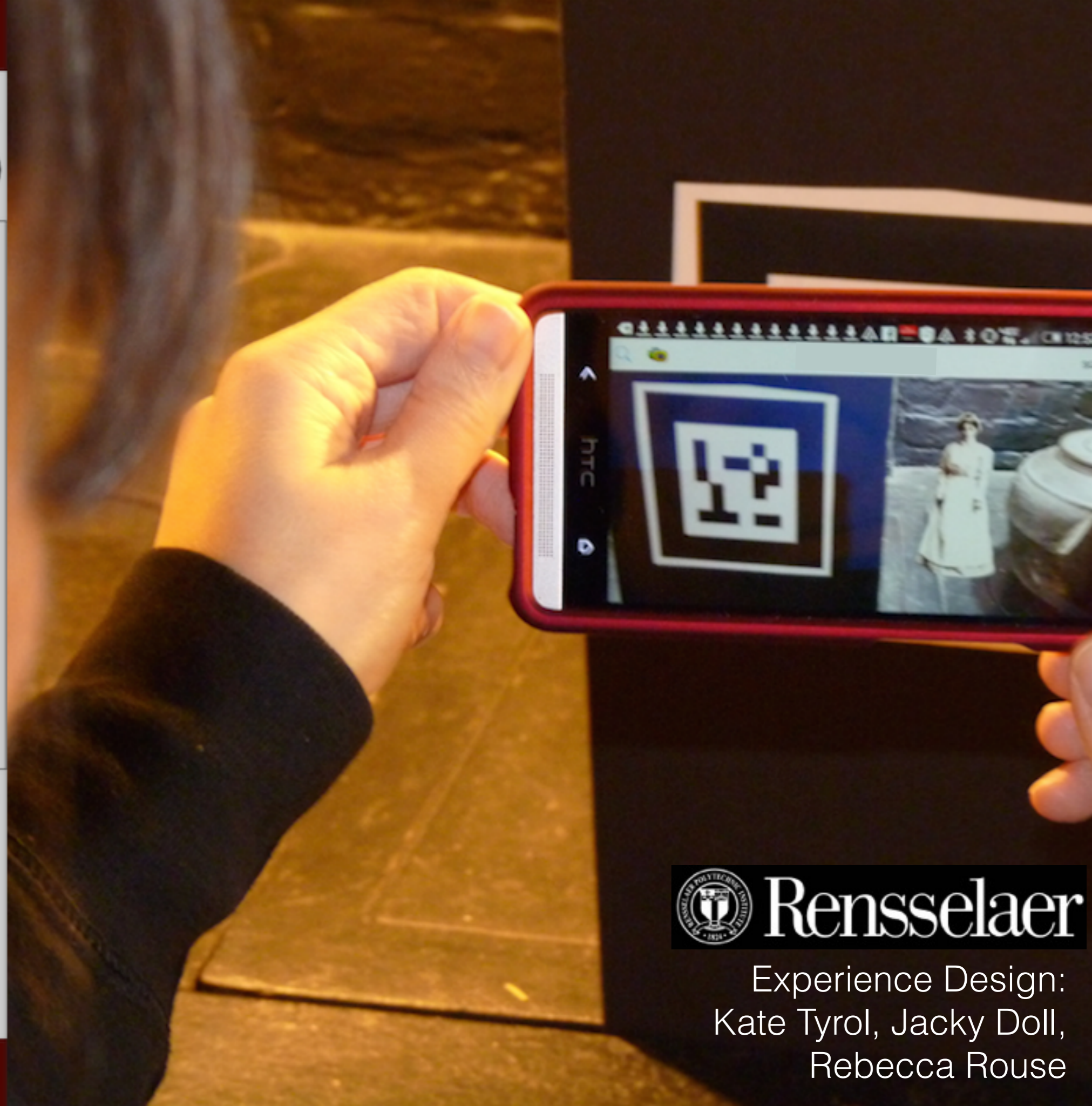
Hart-Cluett House

# RCHS



# BELOW STAIRS

AR History Adventure



**Rensselaer**

Experience Design:  
Kate Tyrol, Jacky Doll,  
Rebecca Rouse

## **Below Stairs: AR History Adventure Video Trailer**

Video Production + Editing: Jacky Doll

See the entire video at [www.rebeccarouse.com/video](http://www.rebeccarouse.com/video)

# Impacts of platform choice

**Control +  
Flexibility**

**Plug-n-Play**



**Native App**

**Custom Tool  
(like Argon)**

**Builder Tool  
(like Wiktitude)**





**Argon**  
Free Download  
iPhone + iPad





# THE NEIGHBORHOOD THAT DISAPPEARED

A FILM BY MARY PALEY

# THE NEIGHBORHOOD THAT DISAPPEARED

A FILM BY MARY PALEY

In 1962 one of the most ambitious urban renewal projects in the country sterilized the city's ethnic heart of Albany







# Thank you!

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