THE FUTURE OF NEW MEDIA

Jeanine Reutemann Research Fellow; Digital Media Designer; Lecturer









1968; Ivan Sutherland and Bob Sproull ,Augmented Reality'













1991; Virtual Boy, Nintendo



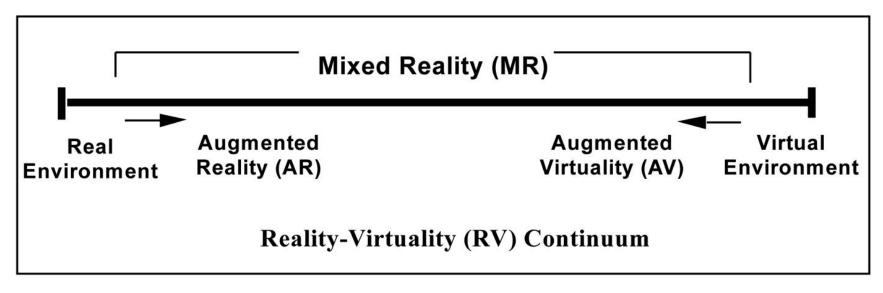




2003; Randy Pausch, Stanford Classes







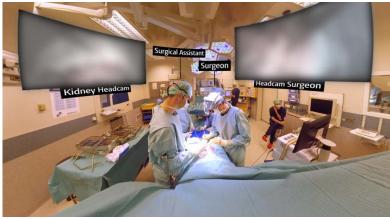
Milgram, Paul; H. Takemura; A. Utsumi; F. Kishino (1994). "Augmented Reality: A class of displays on the reality-virtuality continuum" (pdf). Proceedings of Telemanipulator and Telepresence Technologies. pp. 2351–34. Retrieved 2007-03-15.





VR 360° Video









VR 360° Video





,Child Soldiers'; RedCross Organization



ETH Zurich / VR 360-Video



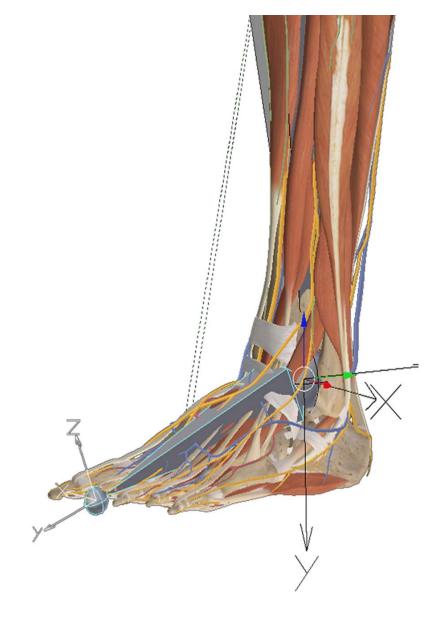






AR in Medical Education Leiden University









PROMISING







Augmented Reality

Immersive experiences





Augmented Reality

Immersive experiences
Sense of presence





Augmented Reality

Immersive experiences
Sense of presence
Motivation & relevance





Augmented Reality

Immersive experiences

Sense of presence

Motivation & relevance

Realistic simulations





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Realistic simulations

Virtual characters





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Sense of presence
Motivation & relevance
Realistic simulations

Virtual characters

Augmented Reality

Interaction with ,real' world





Immersive experiences
Sense of presence
Motivation & relevance
Realistic simulations
Virtual characters

Augmented Reality

Interaction with ,real' world Collaboration with peers





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Interaction with ,real' world

Collaboration with peers

Virtual characters and real people





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Virtual characters and real people

Embodiment Perspective









Presentation slides in videos?

«Video Styles in MOOCs – A Journey into the World of Digital Eduaction», youtube: https://youtu.be/5VEHBuuRKXI



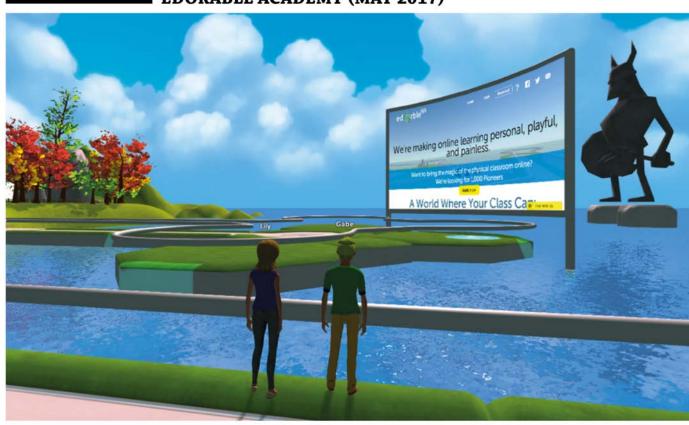




Strengths of the

Presentation slides in VR?

EDORABLE ACADEMY (MAY 2017)







Strengths of the

Presentation slides in AR?

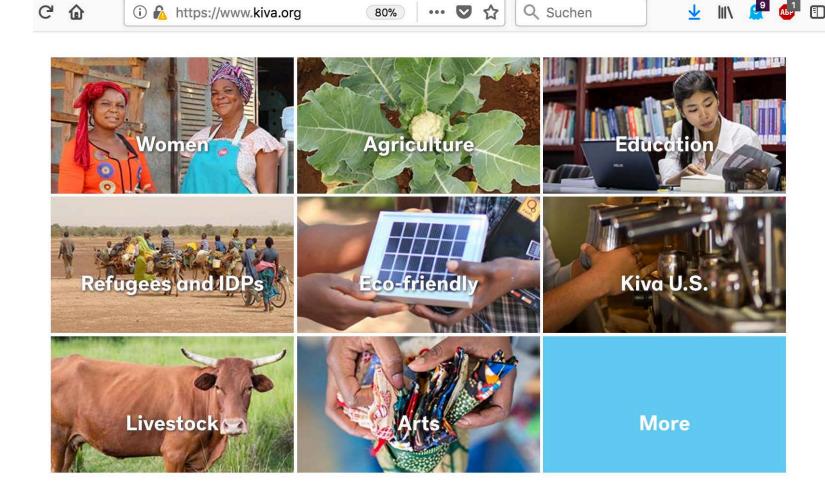
PP IN MIXED REALITY?







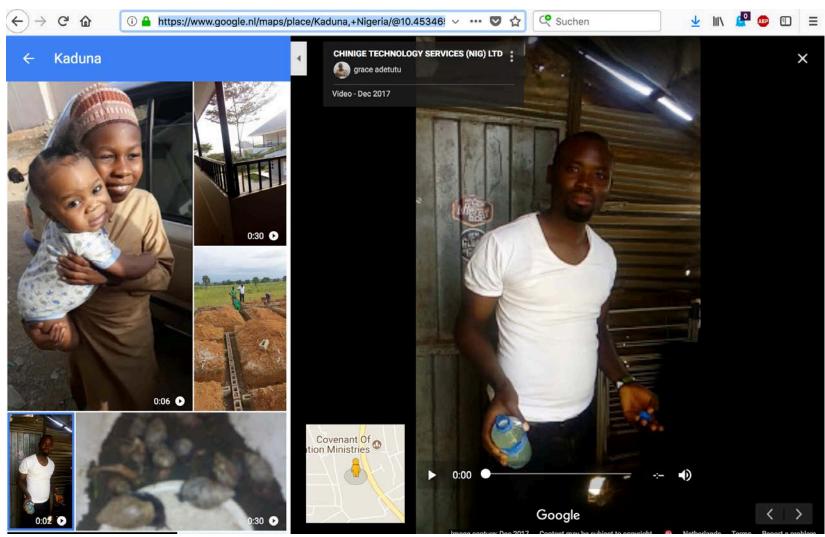
Strengths of the medium?





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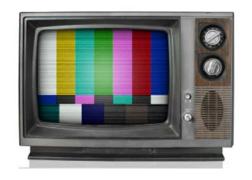














QUESTIONS?

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