Situated Simulations: A Prototyped Augmented Reality Genre for Learning on the iPhone

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Abstract

Rhetorical and aesthetic aspects of digital textuality tends to lag behind developments in hardware and software. Constructive humanistic approaches to digital media may prevent this deficiency. This paper reports on a project where digital genre design is conducted as a method to invent innovative expressive solutions and document structures based on the ongoing convergence of mobility, broadband, high resolution graphics and GPS-positioning technology. The prototyped genre ? Situated Simulations ? is a kind of augmented reality system based on the iPhone. The genre in question is aimed at users in contexts of both learning and leisure.

Keywords

Situated simulations, augmented reality, genre design, iPhone.

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becoming more influential in our digital lifestyle. The potential 'genre' experimented with here is a type of augmented reality system we have named Situated Simulations. The system takes advantage of the convergence of mobility, broadband, rich graphics capabilities and positioning/orientation technologies, on off the shelf mobile phones. The current platform applied is Apple’s iPhone. The paper describes the development of three prototyped situated simulations designed for use in both learning and tourism. Interface and design issues are discussed, and a perspective on the epistemological increment of augmented reality and situ... Situated simulations: A prototyped augmented reality genre for learning on the iPhone. G Liestøl. International Journal of Interactive Mobile Technologies (iJIM) 3, 24-28, 2009. 41. 2009. Learning through situated simulations: exploring mobile augmented reality. G Liestol. Educause Research Bulletin 1, 2011, 2011.