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Images in the Network Age: Picturing Augmented Reality

Since the introduction of Virtual Reality and ubiquitous computing the use of immersive Augmented Reality (AR) technologies has entered the scientific, educational, media and cultural domains. Augmented reality (AR) is a live view of a physical, real-world environment whose elements and details are augmented (or in some cases supplemented) by computer-generated visual sensory input. The view of reality is modified (or in some radical cases replaced) by images accessed through the network. The visible result enhances or alters our perception of reality, as the augmentation is in real-time and in semantic context with environmental elements.

The present paper aims at introducing AR as a phenomenon where the real-world scenery is mixed with layers of virtual images. This talk investigates the significance of user-generated content and raises the question: how much will the view of the future be based both on augmented scenery generated by images uploaded to the network and the user-computer interaction.

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