

AR Gestures

Summary

Augmented reality has many issues, one of the biggest issues is a lack of consistency in gesture controls, this is due to few people having experience with AR systems.

Key points

- Some gestures almost everyone agrees to for example swiping to go backwards.
- But for other gestures there is very little agreement.
- Gestures have a few components which can be split up for easy analysis.
- This allows for different aspects of gestures to be analysed.
- Participants' gestures were heavily influenced by their previous experiences.

Questions

What would be a good way to both get an unbiased sample and to confirm the sample is unbiased?

What gestures do you think would be good?

If a large company were to create a set of gestures, would this research matter, since it would be likely the companies standard would influence the whole field?