

2009 IEEE International Symposium on Mixed and Augmented Reality – Arts, Media, and Humanities

(ISMAR-AMH 2009)

**Orlando, Florida, USA
19-22 October 2009**



**IEEE Catalog Number: CFP0963I-PRT
ISBN: 978-1-4244-5464-8**

Contents

Mixed and Augmented Reality: “Scary and Wondrous”
Vernor Vinge (Science Fiction Novelist)

Sponsors

Message from the Symposium General Chairs

Message from the Arts, Media & Humanities General Program Chair

Message from the Arts & Humanities Program Chairs

Message from the Media Program Chair

IEEE Visualization and Graphics Technical Committee

Task Force on Human Centered Computing (TFHCC)

Conference Committee

Steering Committee

Arts, Media & Humanities Program Committee

Arts, Media & Humanities Reviewers

Keynote Speaker: Mixing Reality and Magic at Disney Theme Parks
Mark Mine (Director, Technical Concept Design, Disney Imagineering)

Keynote Speaker: UPWAKE: Art Performance fusing Dreams and Technology
Natasha Tsakos

Keynote Speaker: SixthSense: Integrating Information and the Real World
Pattie Maes (MIT Media Lab)

Presenters

Papers

AR-View: an Augmented Reality Device for Digital Reconstruction of Yuangmingyuan.....	3
Yetao Huang, Yue Liu, Yongtian Wang	
Games in AR: Types and Technologies.....	9
Andrea Phillips (Invited Speaker)	
Radiating Centers: Augmented Reality and Human-Centric Design.....	11
Isabel Pedersen	
Process and (Mixed) Reality: A Process Philosophy for Interaction in Mixed Reality Environments.....	17
Timothy Barker	
Coupling digital and physical worlds in an AR magic show performance: lessons learned.....	25
Anna Carreras, Carles Sora	
Augmented Reality and Digital Genre Design – Situated simulations on the iPhone	29
Gunnar Liestøl	
Spatialization as a Musical Concept.....	35
Bijan Zelli	

Augmented Reality (AR) Joiners, A Novel Expanded Cinematic Form	39
Helen Papagiannis	
Project SLARiPS: An Investigation of Mediated Mixed Reality	43
Julian Staddon	

Posters

Loosely-coupled Mixed Reality: Using the Environment Metaphorically	51
Myungho Lee, Gerard J. Kim	
An Intuitional Interface for Invocation of Chinese Painting	53
Henry Been-Lirn Duh, Chien-Hsu Chen, Christ Chun-Chin Su, Raymond Koon Chuan Koh	
EYEPLY: Baseball Proof of Concept - Mobile Augmentation for Entertainment and Shopping Venues	55
Austin Hurwitz, Alistair Jeffs	

Tutorials

Comprehensive Tutorials	58
Charlie Hughes, John Quarles	

Workshops

Experiential Learning with Mixed and Augmented Reality	59
Eileen Smith	
Transforming Lives: High-Performance, High-Risk Training with Mixed Reality	59
Mary Trier	
Industrial Workshop: Manufacturing the Future	60
Noora Guldemond	
Mobile Magic Wand: Augmented Reality on Mobile Devices.....	60
Christine Perey	
Lets Go Out: Research in Outdoor Mixed and Augmented Reality.....	61
Christian Sandor, Itaru Kitahara, Gerhard Reitmayr, Steven Feiner, Yuichi Ohta	
AR 2.0: Social Augmented Reality - Social Computing meets Augmented Reality.....	61
Tobias Höllerer, Dieter Schmalstieg, Mark Billinghurst	

Author Index