

Augmented Reality and the Future of Operating Systems



日時 Time: 06/15 (Fri) 13:30~

場所 Location: CreCore (BKC CC 1F)

言語 Language: English

講演者 Speaker:

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Consulting AR / VR device designer for Huawei



Augmented Reality is potentially the richest medium ever created for communication, collaboration and creation. The largest challenge for developers and manufacturers is that the 'MS-DOS of AR' does not exist. Mass adoption will not occur without a common operating environment, and the fragmented tools at hand are insufficient to maximize the rich potential of the AR ecosystems.

This talk will feature ARCOS (Augmented Reality Collaborative Operating System), an AR creation and experience platform facilitating cross-platform AR development and mass deployment of AR-enabled hardware. It provides a common, real-time and fully collaborative experience in which developers and users can instantly create micro-worlds, populate them with smart collaborative objects, and invite other users in to collaborate on tools, micro-apps and content. ARCOS is a direct descendent of the Open Croquet platform developed by David Smith, Andreas Raab, David Reed and Alan Kay.

