Comparing Methods for Instructions of Cookwares on AR Goggles

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We explore effective methods to display the information that how to use complicated tools with Augmented Reality (AR) goggles. There are good examples, such as avocado cutters and can openers that are hard to understand how to use by just looking at them. We implement three AR applications for displaying the usage of complicated tools: displaying both texts with images, video, and 3D animation. In this thesis, we investigate how each of these AR applications effect on understanding the usage of complicated tools. We conducted user studies with the above three methods, and described the results on the amount of time, comprehensibility, and enjoyment. We quantitatively and qualitatively searched for effective methods for indicating how to use complicated tools with AR goggles. We believe that our contribution of this thesis has the potential to AR based instruction design.

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