

1. Record Nr.	UNINA9910140851903321
Titolo	2010 IEEE International Symposium on Mixed and Augmented Reality
Pubbl/distr/stampa	[Place of publication not identified], : I E E E, 2010
ISBN	9781424493425 1424493420 9781424493418 1424493412
Descrizione fisica	1 online resource
Disciplina	006.8
Soggetti	Augmented reality
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Sommario/riassunto	<p>This paper outlines the development process of an augmented reality video game prototype that combines a classic arcade driving game with a real world vehicle. In this project the user, or driver, maneuvers the car-shaped arcade cabinet through actual physical space using a screen as a navigational guide which renders the real world in the style of an 8-bit video game. This case study is presented as a seamful augmented reality (AR) system: a project that exploits inevitable technical limitations of AR. We propose that the concept of seamfulness has important design implications for both AR and electronic media art projects and illustrate this through a description of the OutRun system development process.</p>