

# Upper Austria University of Applied Sciences

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Media Technology and Design / Digital Media  
Hagenberg - AUSTRIA

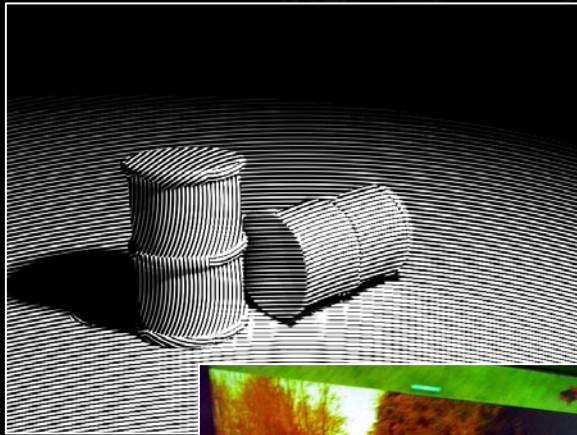


# Upper Austria University of Applied Sciences

- = Fachhochschule Hagenberg
- 9 Different departments & about 950 students
  - E.g. Software Engineering, Mobile Computing, ...
- Department of Media Technology and Design / Digital Media
  - Bachelor of MTD (3 years)
  - Master of DM (2 years) – started in Oct. 2004
- Main focus:
  - Electronic Publishing,
  - Graphics & Animation, Audio/Video,
  - Interactive Media, & Computer Games

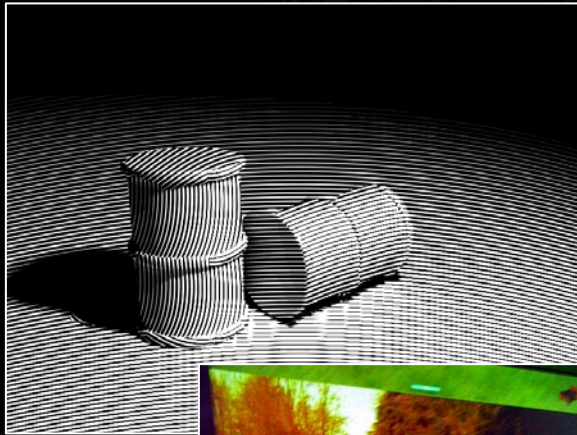
# Media Technology and Design

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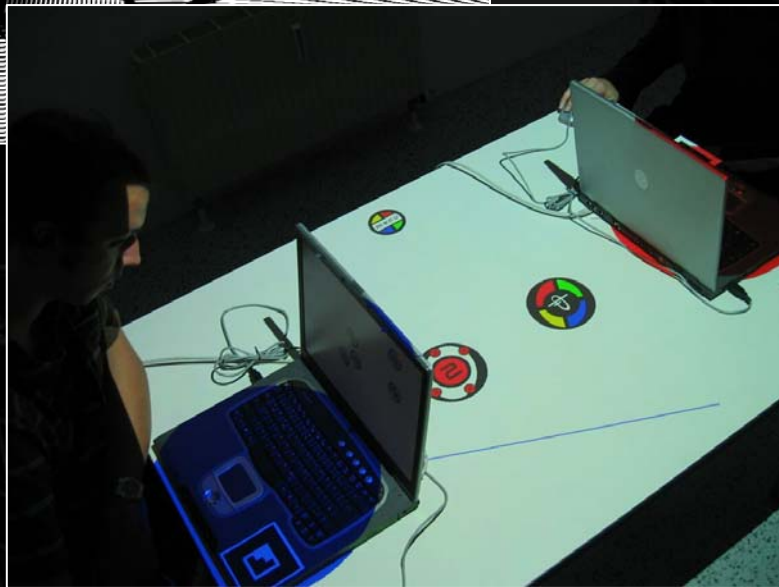
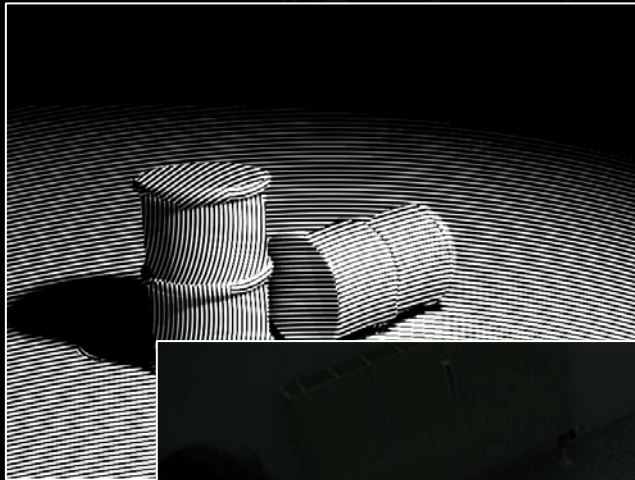
# Media Technology and Design

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# Media Technology and Design

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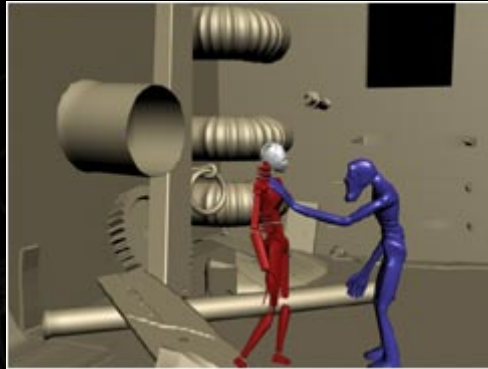


# Media Technology and Design

7:4



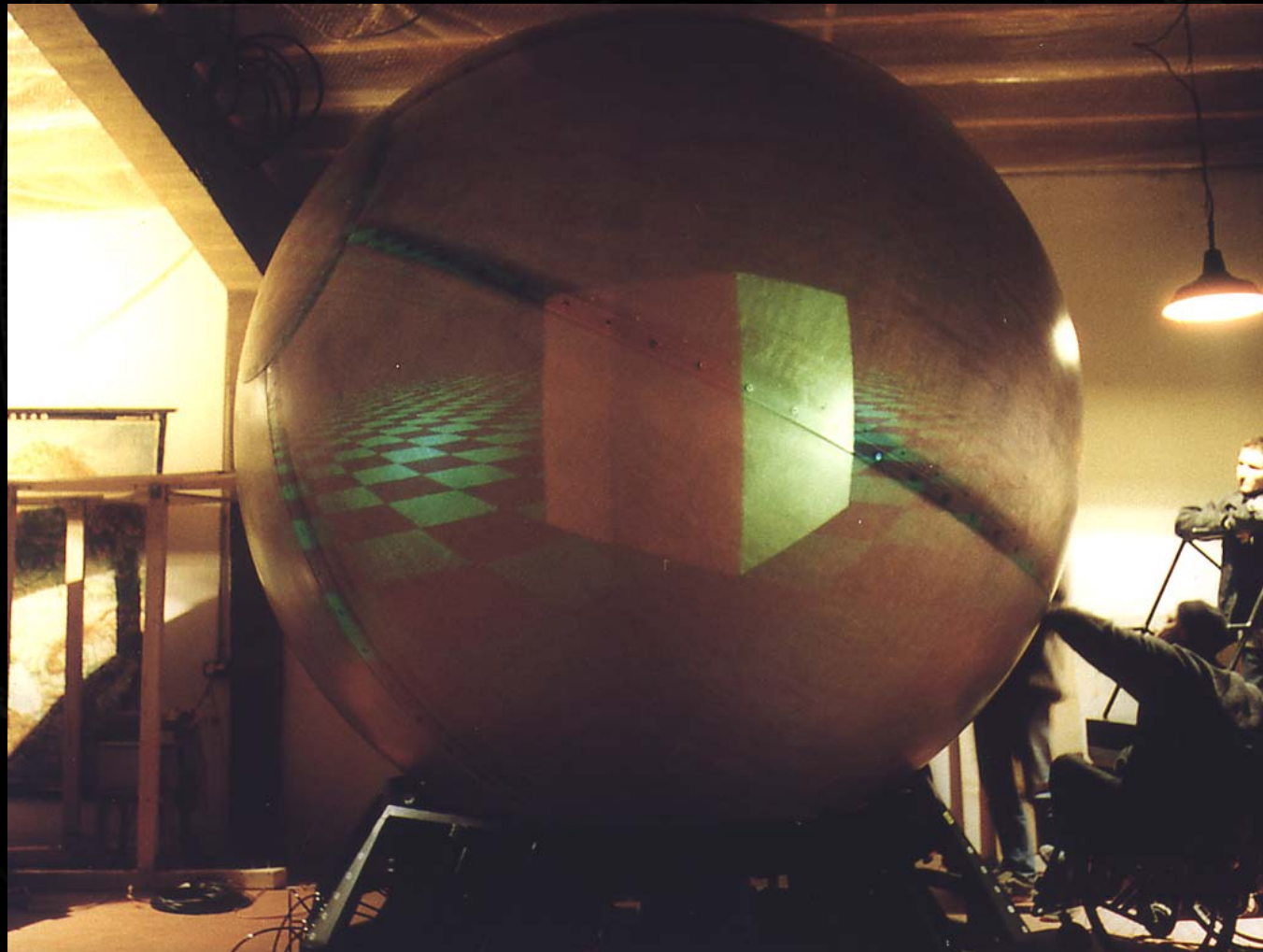
# Anima



# Anima

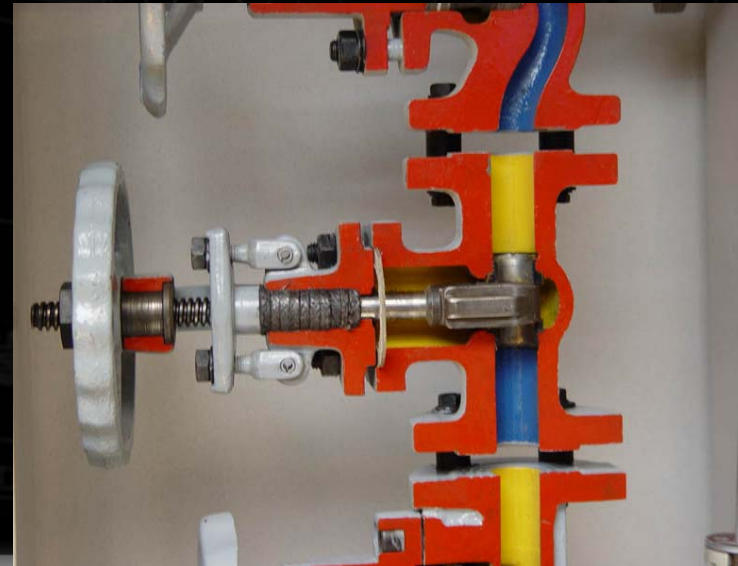


# Spherical CAVE System



# AMIRE / EU project - background

- Currently, a refinery training lasts for three years
- On-site training only in process maintenance, inspection and shutdowns
  - The unit can not be closed only for training
- Aim is to get more on-site training





# AMIRE Authoring Mixed Reality

- AMIRE = A mixed reality authoring tool
  - EU funded project (IST-2001-34024)
  - 9 different EU partners, 3 years (finished in July 2004)
  - Efficient creation and modification of mixed reality (MR) applications
- Goal of AMIRE
  - Develop an AR application without the help of programmers
- Two demonstrators:
  - Modern art museum demonstrator (Guggenheim museum)
  - Oil refinery demonstrator

# What do we do next? Office Of Tomorrow - Motivation



Avez-vous  
des films  
sur Renault  
de 1970?  
→ Alex

# Brainstorming - Application

*Contextual Design*, by Hugh Beyer and Karen Holtzblatt



# Our approach – The demo

Demo



**OBERÖSTERREICH**  
FACHHOCHSCHULSTUDIENGÄNGE OÖ  
HAGENBERG · LINZ · STEYR · WELS

**MTD**

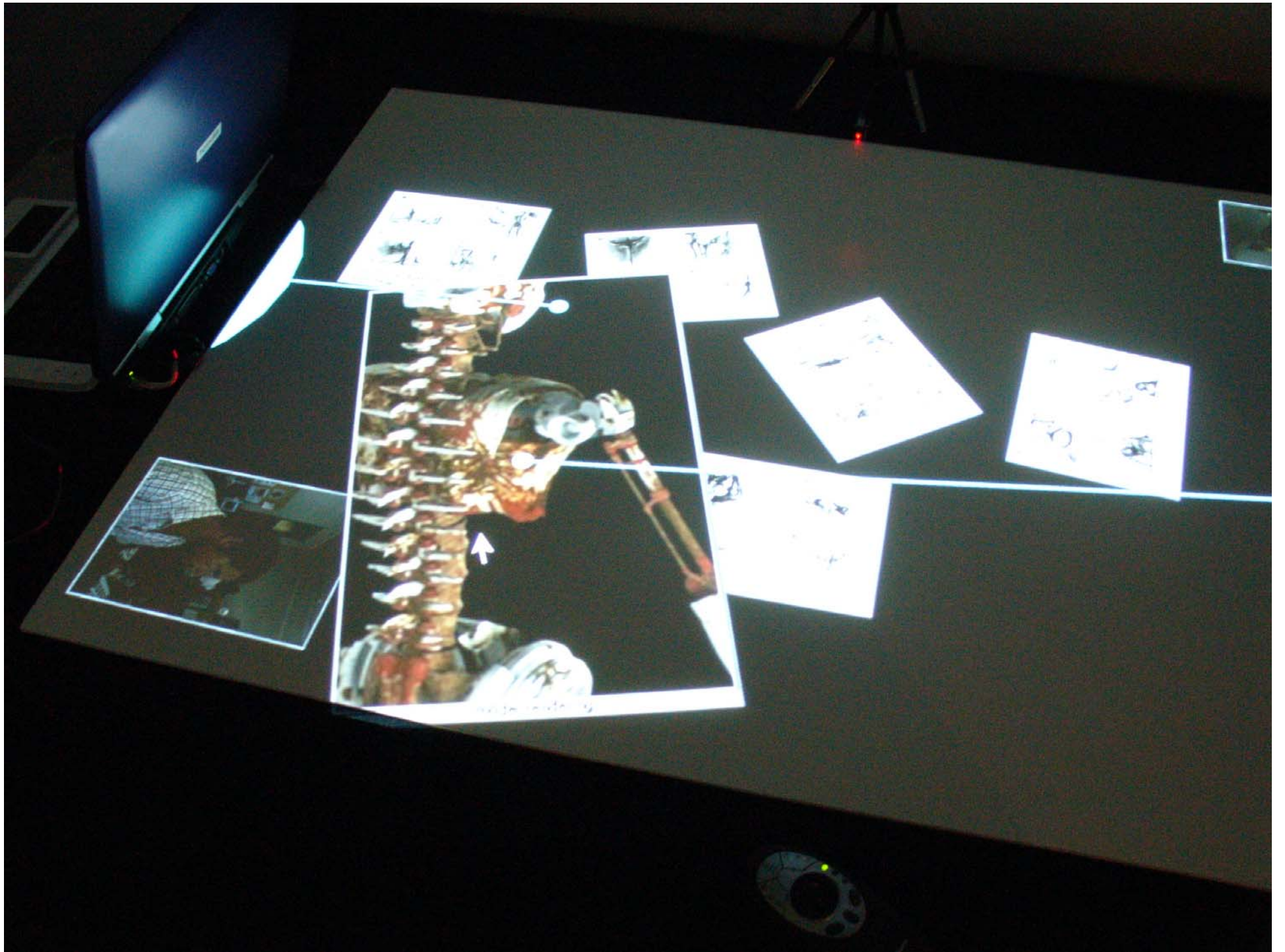
# What's so new?

- Current solutions
  - are too isolated
  - proof-of-concept results
- Not open (for different devices)
- Goal:
  - A generic framework that is flexible enough to test tabletop applications and new input and output devices faster and to find optimal metaphors for interaction
  - To create a seamless integration of high technology systems into our environment



Have a live demo at the HIT Lab!





# Thanks to...

ANIMA-people, Thomas Seifried, Jakob Leitner, Daniel Leithinger, Gerhard Gelbmann, and Juergen Zauner.

# Questions?

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