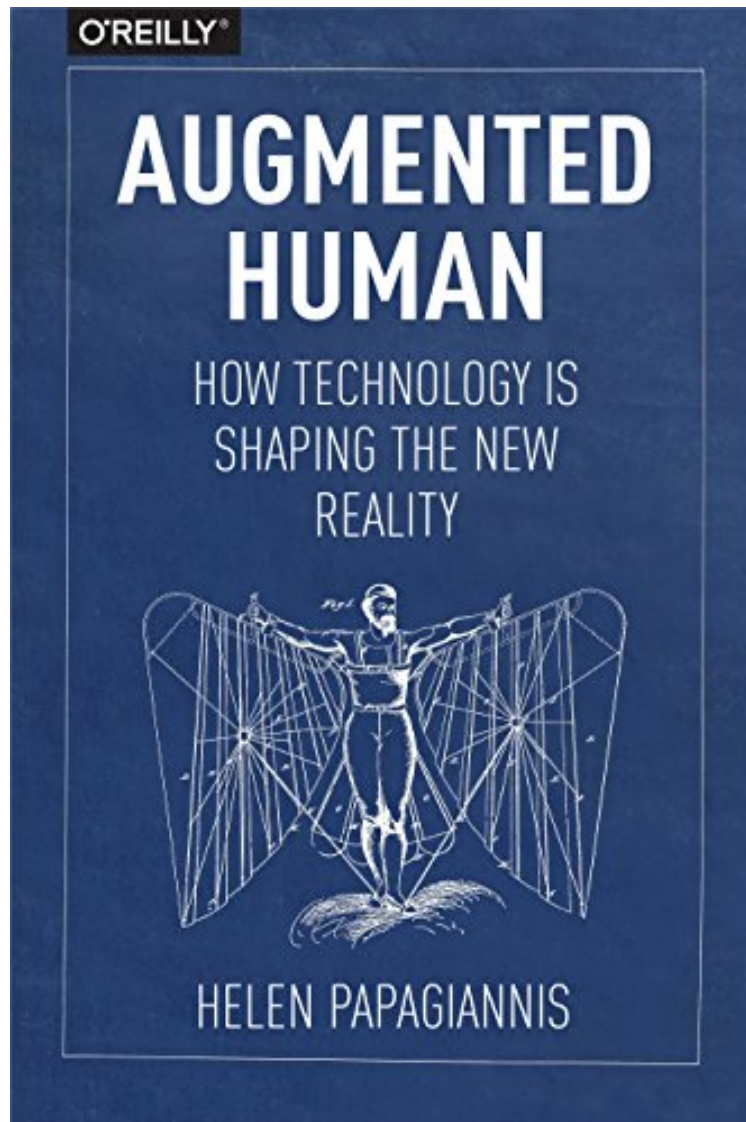


[E-BOOK] Augmented Human: How Technology Is Shaping the New Reality

Augmented Human: How Technology Is Shaping the New Reality

Helen Papagiannis

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Helen Papagiannis : Augmented Human: How Technology Is Shaping the New Reality before purchasing it in order to gage whether or not it would be worth my time, and all praised Augmented Human: How Technology Is Shaping the New Reality:

0 of 0 people found the following review helpful. Outstanding research. Positive vision.By M. Pella tour de force analysis of the latest augmented reality technologies, projects, and innovators. This is the book to pickup if you want

to learn about the current state of AR. Includes tons of well-researched examples to dig into. This book will clearly inform anyone who wants to understand what's happening in this space, but more importantly, it gives us all a look at the future of how we'll experience "reality". Those of us working in this space are now the beneficiaries of Helen's career-long insights. Thank you!

0 of 0 people found the following review helpful. Thorough work an perspective on a super hot topic

By MR LOIC LEDOUX

Augmented Reality is one of the most popular topics in the tech world right now. Yet, what lacks the most during a hype of this type is: PERSPECTIVE. This is precisely why I am grateful for this book. I particularly enjoyed the thorough work on what AR really encapsulates, which is, not just animated 3D models appearing on a table, but also the effects of sounds, touch (via haptics), and even taste

Great read if you are interested in AR, VR or any other mixed reality medium

0 of 0 people found the following review helpful. Besides being a joy to go through a range of technologies presented

By Alexander B. Neal

This is a really solid overview of a range of current AR technologies. I plan on getting a couple extra copies to pass around my office where we work with this kind of stuff daily. Sound, haptics, smell/taste, wearables geolocation, visuals - it's all in there with a lot of detail. Besides being a joy to go through a range of technologies presented, it also gets really deep into what makes a valuable and exciting AR experience in terms of how stories should be told - arguably the most important part of the book. It talks about where we've been in the past with AR, and where we haven't yet explored in broad strokes. Lots of examples of each type of work is out there in the present - be warned that you can't click the links in the print version :)

Writing and frameworks like Augmented Human will be invaluable over the next few years while we try to figure just what exactly we're doing with this second wave of augmented reality.

Augmented Reality (AR) blurs the boundary between the physical and digital worlds. In AR's current exploration phase, innovators are beginning to create compelling and contextually rich applications that enhance a user's everyday experiences. In this book, Dr. Helen Papagiannis, a world-leading expert in the field, introduces you to AR: how it's evolving, where the opportunities are, and where it's headed.

If you're a designer, developer, entrepreneur, student, educator, business leader, artist, or simply curious about AR's possibilities, this insightful guide explains how you can become involved with an exciting, fast-moving technology. You'll explore how:

- Computer vision, machine learning, cameras, sensors, and wearables change the way you see the world
- Haptic technology syncs what you see with how something feels
- Augmented sound and hearables alter the way you listen to your environment
- Digital smell and taste augment the way you share and receive information
- New approaches to storytelling immerse and engage users more deeply
- Users can augment their bodies with electronic textiles, embedded technology, and brain-controlled interfaces
- Human avatars can learn our behaviors and act on our behalf

About the Author Dr. Helen Papagiannis is recognized as a world leading expert in the field of Augmented Reality (AR). She has been working with AR for a decade as a researcher, designer, and technology evangelist with a focus on storytelling and creating compelling experiences in AR. Dr. Papagiannis was named among the NEXT 100 Top Influencers (#16) of the Digital Media Industry in 2013, and is featured as an innovator in the book, *Augmented Reality: An Emerging Technologies Guide to AR*, published in 2013. Her work and research in the field include her past roles as Chief Innovation Officer at Infinity Augmented Reality Inc. (New York City and Tel Aviv), and Senior Research Associate at York University's Augmented Reality Lab in the Department of Film, Faculty of Fine Art (Toronto). Dr. Papagiannis has presented her interactive work and Ph.D. research at global conferences and invited events including TEDx (Technology, Entertainment, Design), ISMAR (International Society for Mixed and Augmented Reality) and ISEA (International Symposium for Electronic Art). Her TEDx 2011 talk was featured among the Top 10 Talks on Augmented Reality and Gamified Life. Prior to her augmented life, Dr. Papagiannis was a member of the internationally renowned Bruce Mau Design studio where she was project lead on *Massive Change: The Future of Global Design*, an internationally touring exhibition and best-selling book examining the new inventions, technologies, and events changing the world.