

Revolutionizing Location Based Experiences: Apps for Immersive Exploration of Historical Sites and More.

OSKAR LENARTOWICZ
B.Sc Digital Media Design

ABSTRACT

"Apps for Immersive Exploration"... is a project with a goal of revolutionizing how Augmented/Virtual reality is put to practice.

It takes the current technology available and to truly showcase its potential through the digital preservation of our world's beautiful heritage sites and history.

Alongside this. An application as such, could be implemented in an existing gap where underfunded schools, or users from home, or even time restricted people, would be able to simply launch an app on their phone and enhance their learning experience or explore their adventurous side by visiting landmarks and historical sites that they might not be able to visit otherwise.

Regardless of who would choose to use this application, the end goal is to create a more immersive, sophisticated and captivating experience.

MOTIVATION

My inspiration for this project was brought to me by the joy I used to experience when travelling and exploring new places.

It brought a world of seemingly endless possibilities and unknowns yet to be discovered. When visiting any popular attractions or landmarks, I found myself taking a lot of my time focusing on the fascinating details of their stories.

Although, it was difficult to always focus on what was written or being said by a guide, if any, due to the congestion of people.

It would cause large queues and leave less time for moments of exploration and admiration, instead it brought queues (this may be okay if it is a tour guide!).

This issue has made me consider, how can we improve our time spent at historical sites using technology?

Through that question, I have realised that it would be beneficial to create an application which using virtual reality (and augmented reality where applies) allows us, the users, to learn more about historical sites, or landmarks prior to visiting them.

Making us more informed and giving us time to enjoy them!
Another factor that motivated me, are my personal experiences.

When I would attempt to research information about any landmarks or historical sites. I would find myself in an endless loop of browsing sites with hotels that recommend tourist attractions, but it would be difficult to see tourists' opinions or learn more about any less popular landmarks.

INTRODUCTION

For this project, my goal was to create a game-changing (revolutionizing) way that Virtual and Augmented reality can be put to practice.

Whether this be at home by hobbyists who just purchased an Augmented or Virtual reality headset, or at secondary schools in Ireland, where subjects like computer science are just becoming more common (since a pilot scheme in 2018), or even tourists who are trying to find and decide on their next travel location.

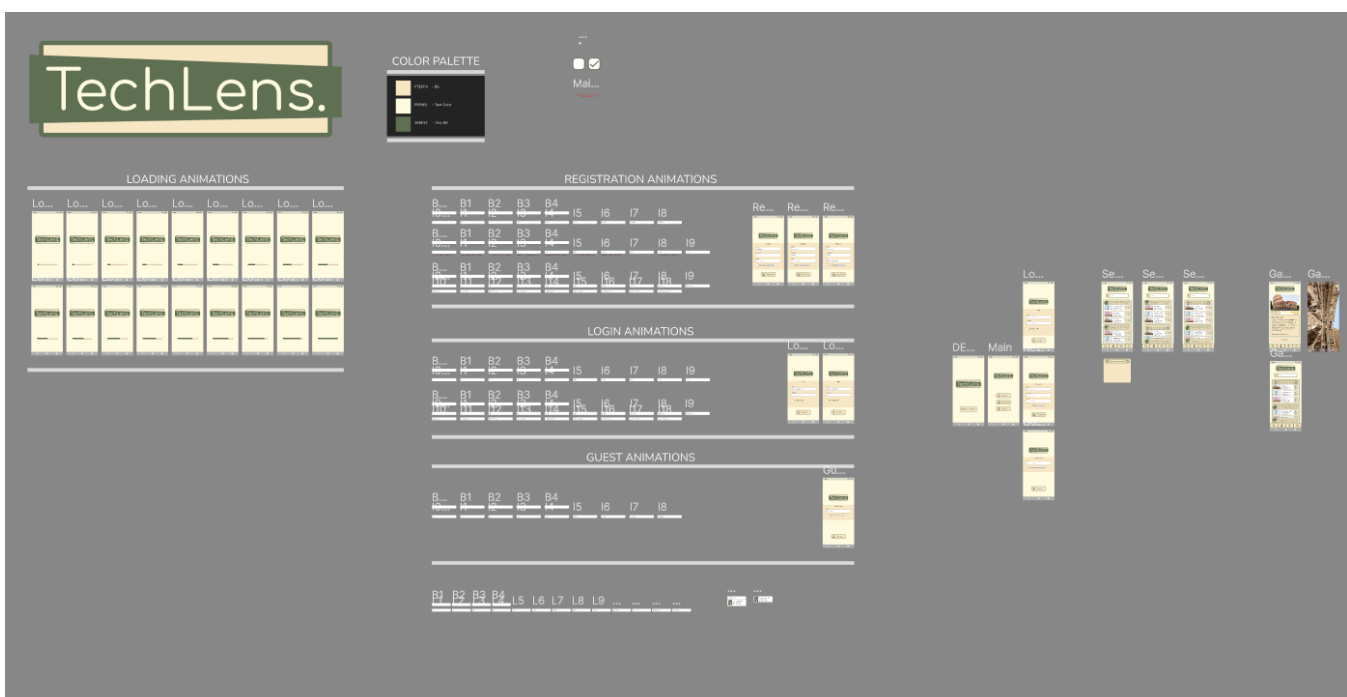
My plan to do this, consisted of creating an easily accessible application, that can support anyone who would like to visit or experience the thrill of a historical site or landmark through augmented or virtual reality.

Especially since users like students nowadays may have had the opportunity to learn from home during the COVID 19 pandemic, or others who were unable to travel during that time and after.

To reach my end goal of making my project more immersive, there will be interactive features implemented in the application.

To be more precise, all of the interactive features will be location based... If location A is visited, the experience will be location A involved only, no location B questions will appear.

All for the user to enjoy their time!



First low-fidelity prototype using Figma

CONCLUSION

The application is a new aimed at everyone, from all backgrounds. All needs and wants, those travelling those looking to travel, or those who can't.

Nearly all own a smartphone these days, and through an easily accessible application like this. Any user could install it on their smart device and begin educating themselves, at their own pace!

To this, the digitization of historical sites and landmarks or museum artifacts will allow history to "stay alive" for a longer period. The easier accessible the better!



The logo of the application, and name.
With a background representing one of the locations available.