

# Social AR

## ACCESSIBLE FACE-TO-FACE INTERACTIONS



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## CURRENT AR APPLICATIONS



Navigation



Entertainment



Education



Work

## MULTI-SENSORY AR

Using multisensory interfaces in AR to create enhanced social interactions for people with disabilities



- ★ Vision
- ★ Hearing
- ★ Taste
- ★ Touch
- ★ Smell
- ★ Emotion

## OPPORTUNITIES FOR SOCIAL AR

- ★ Inclusion
- ★ Empowerment
- ★ Enjoyment



### Previous work:

Maryam Bandukda, Catherine Holloway, Aneesha Singh, and Nadia Berthouze. 2020. PLACES: A Framework for Supporting Blind and Partially Sighted People in Outdoor Leisure Activities. In The 22nd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '20), October 26-28, 2020, Virtual Event, Greece. ACM, New York, NY, USA, 13 pages. <https://doi.org/10.1145/3373625.3417001>

Maryam Bandukda and Catherine Holloway. 2020. Audio AR to support nature connectedness in people with visual disabilities. In Adjunct Proceedings of the 2020 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2020 ACM International Symposium on Wearable Computers (UbiComp-ISWC '20). Association for Computing Machinery, New York, NY, USA, 204-207. DOI:<https://doi.org/10.1145/3410530.3414332>

Maryam Bandukda, Aneesha Singh, Nadia Berthouze, and Catherine Holloway. 2019. Understanding Experiences of Blind Individuals in Outdoor Nature. In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19). Association for Computing Machinery, New York, NY, USA, Paper LBW1711, 1-6. DOI:<https://doi.org/10.1145/3290607.3313008>

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