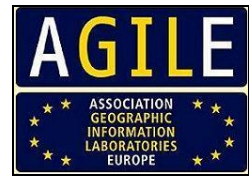


Proposal for pre-conference workshop – AGILE 2014

Castellón, Tuesday 2 June 2014



1. Workshop name/title (and acronym is applicable)

Development of Augmented Reality Applications for Google GLASS

2. Description of the workshop by listing topic(s), objective(s) and planned outcome(s)

2.1 Topic(s)

- Introduction to GLASS experience
- User interface: Timeline, Cards, Immersions, Input
- Introduction to GLASS development with GDK. Differences with Android SDK
- Augmented reality applications for GLASS
- Development of an indoor localization application for GLASS

2.2 Objective(s)

- Show GLASS user experience
- Introduce attendees to GLASS development with GDK
- Show how to implement augmented reality applications: indoor localization case study

2.3 Planned outcome(s)

An outcome can be e.g. the publication of a report, a special issue of an International Journal, a white paper, a book, etc. If you already know the publisher, please provide this information as well.

- *Get the participants familiarized with the Google GLASS technology and*

development tools.

- *Show the possibilities/opportunities of using new wearable technologies linked with GIS.*

3. Abstract

This workshop will be centred on showing how wearable technology, such as Google GLASS, can improve the user experience for GIS applications, e.g. indoor localization. Displaying understandable geographic information easily to the user has traditionally been a challenge for GIS application developers. Wearable technology has recently showed up as a solution for dramatically improving the user experience for a variety of technologies, and geographic information will, very likely, be having an important role.

In the first section of the workshop, the Google GLASS user experience will be presented. Timeline, cards, immersions and input technology will be explained. Then, an introduction to the GDK will be given from a developer point of view. Basic concepts for jumping from Android SDK to GDK will be outlined. Finally, the speakers will show how an indoor localization application can be programmed for GLASS.

4. Short description of the intended length (half or full day) and the format of the workshop

The workshop will be a full day event and will be given for 30 people at most. The attendees will be divided into 6-8 groups for the case study, letting them load their application into a real GLASS device at the end of the workshop. For coding purposes each participant is invited to bring his own laptop.

5. Brief statement of the relevance of the workshop for AGILE

Application of indoor localization technology in wearable augmented reality devices, such as Google GLASS

6. Names and e-mail addresses of the organizing member(s)

Leading AGILE member (or sponsor) and contact person:

Luis E. Rodriguez (GEOTEC Group - University Jaume I)

email: luis.rodriguez@uji.es

Contributing AGILE members (including the persons involved) – at least one seconding AGILE member is needed:

Pedro Muro Medrano (University of Zaragoza)

prmuro@unizar.es

Contributing non-AGILE members (including the persons involved) – if applicable:

Guillermo Amat (ZED Worldwide)

GAmatGomariz@zed.com

Alvaro Arranz (UTAD University)

alvaro.arranz@u-tad.com

Organizing Committee (if applicable): Luis E. Rodriguez, Guillermo Amat , Alvaro Arranz

Programme Committee (if applicable):

7. Additional information about previous workshops, if held.

8. Expected resources needed

A classroom with 10 workstations (administrator permissions will be needed) with Internet connection and projector.

We need the following software to be installed in the workstations:

- *ADT Bundle (can be found at <http://developer.android.com/sdk/index.html>)*

9. Other information

Submission by e-mail to: agile2014@uji.es