

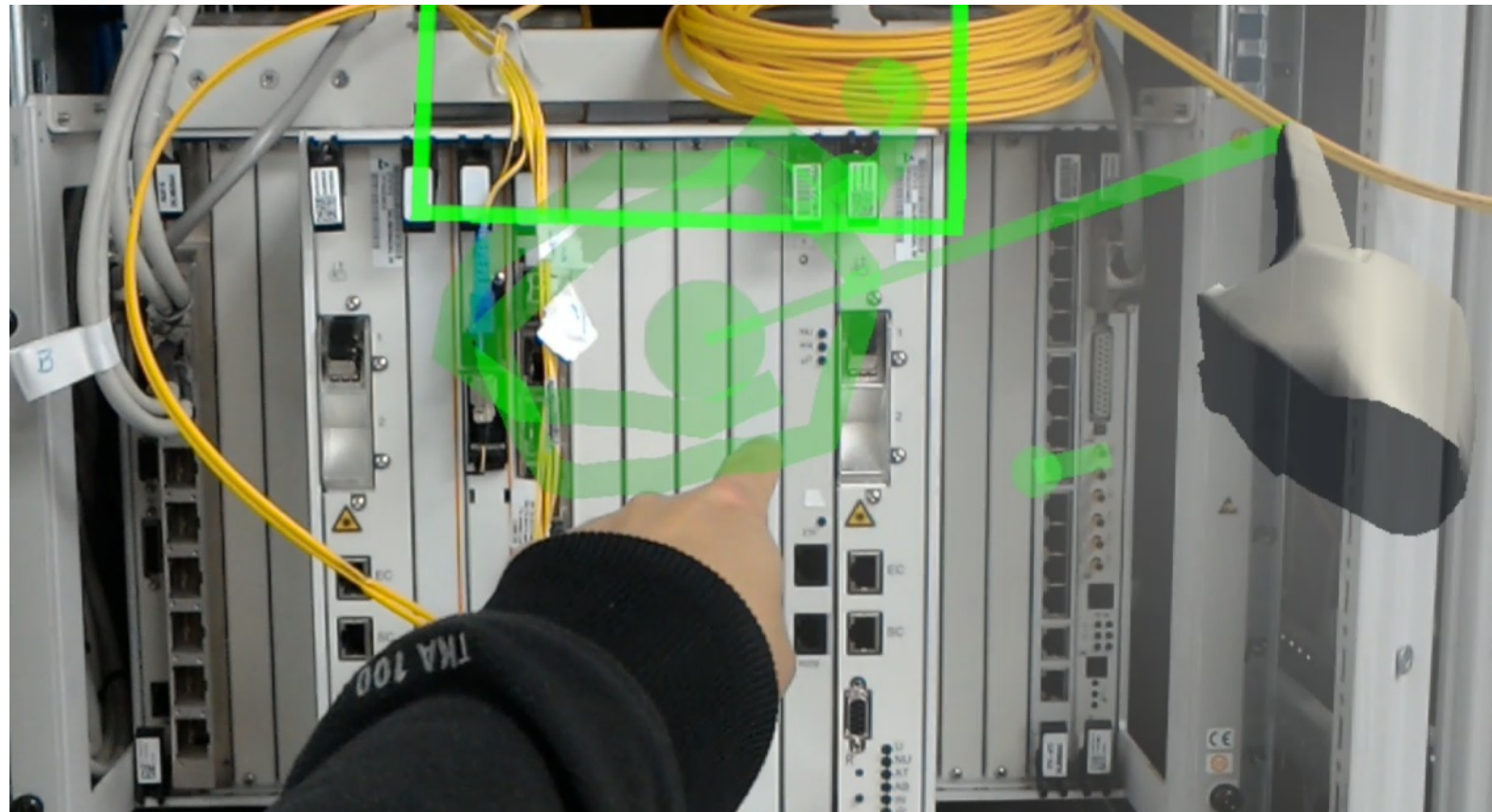
# RESEARCH

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What we did or do?



## ANYTHING ABOUT AR/VR

1. Enhancing user experience (with virtual objects)
2. Remote Collaboration (Sharing experience and Information between Users)
3. Uncontact virtual system
4. Capturing human emotion and physiological status & Sharing it
5. Interaction with virtual objects
6. Education in AR/VR

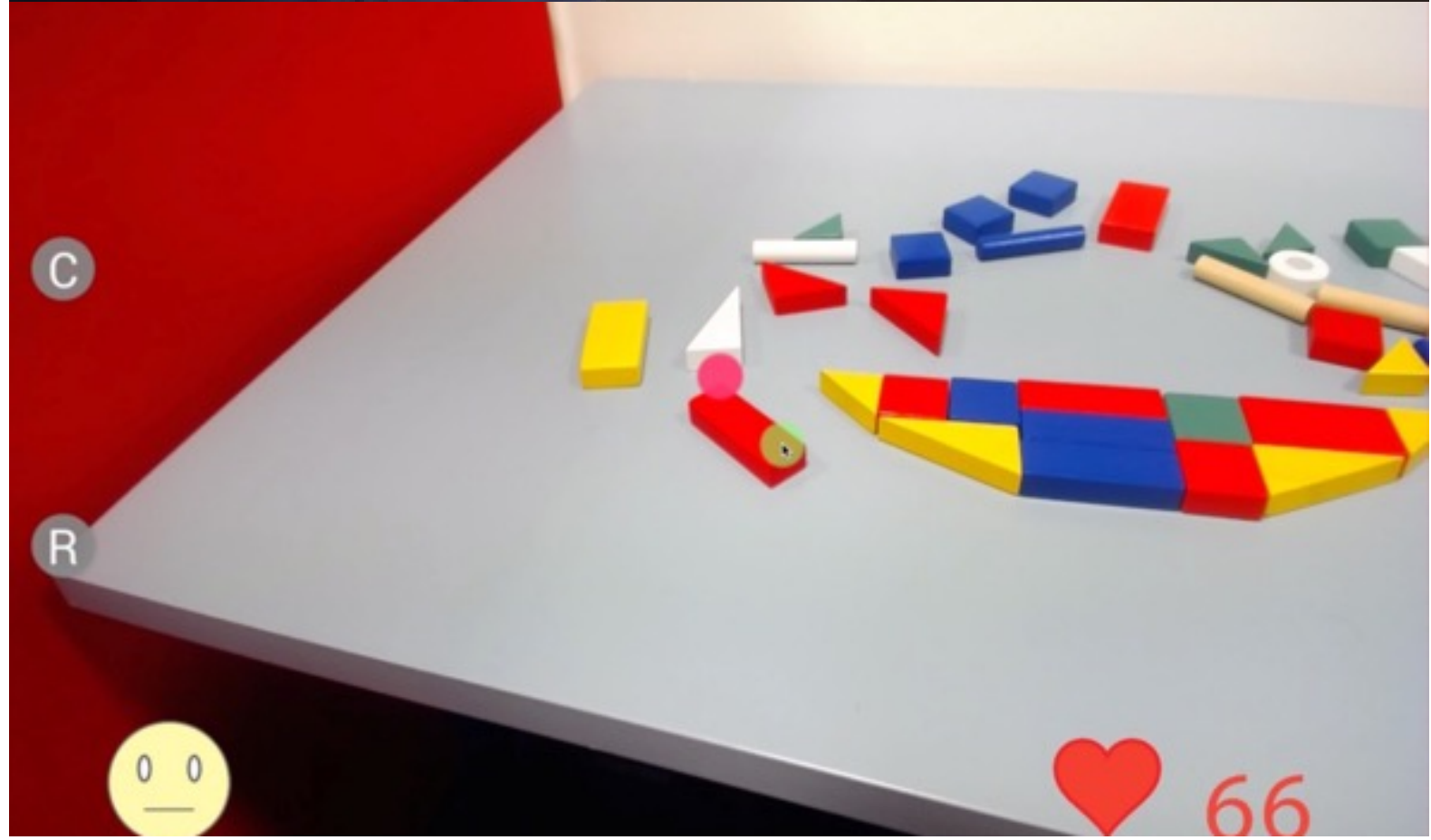
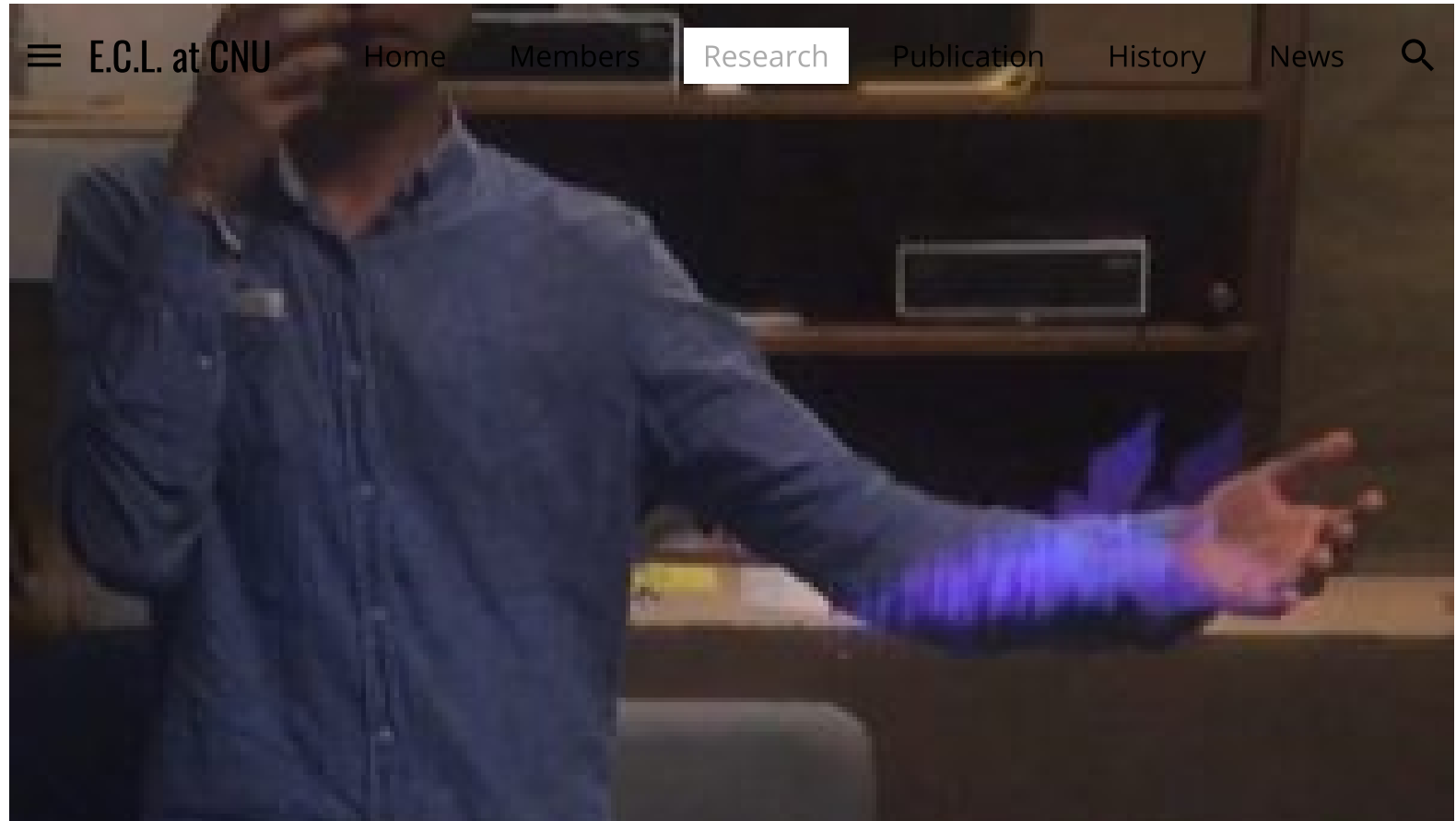


## SharedSphere

*SharedSphere is a Mixed Reality based remote collaboration system which not only allows sharing a live captured immersive 360 panorama, but also supports enriched two-way communication and collaboration through sharing non-verbal communication cues, such as view awareness cues, drawn annotation, and hand gestures.*

## Augmented Mirrors

*Mirrors are physical displays that show our real world in reflection. While physical mirrors simply show what is in the real world scene, with help of digital technology, we can also alter the reality reflected in the mirror. The Augmented Mirrors project aims at exploring visualisation interaction techniques for exploiting mirrors as Augmented Reality (AR) displays. The project especially focuses on using user interface agents for guiding user interaction with Augmented Mirrors.*



*We have been developing a remote collaboration system with Empathy Glasses, a head worn display designed to create a stronger feeling of empathy between remote collaborators. To do this, we combined a head- mounted see-through display with a facial expression recognition system, a heart rate sensor, and an eye tracker. The goal is to enable a remote person to see and hear from another person's perspective and to understand how they are feeling. In this way, the system shares non-verbal cues that could help increase empathy between remote collaborators*

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