Arguably augmented reality : relationships between the virtual and the real

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Stellingen

behorend bij het proefschrift

Arguably Augmented Reality van Hanna Kathrin Schraffenberger

1. Augmented reality is falsely seen as a technology. *(Section 3.1 of this thesis)*

2. 3D registration of virtual and real objects is not required for augmented reality experiences. Relationships between the virtual and the real are necessary and sufficient. *(Section 3.2 of this thesis)*

3. Augmented reality is inherently multimodal even when the virtual has only a visual component. *(Section 3.3 of this thesis)*

4. AR does not have to mimic reality. Virtual and real objects can influence each other in imaginative ways that have no equivalent in the physical world. *(Chapter 5 of this thesis)*

5. Augmented reality is not only an intriguing research topic but also a powerful research tool.

6. Augmented reality research misses a focus on perception and experience that is common in artistic practice.

7. Artificial Intelligence offers great potential for creating augmented reality environments that not only *appear* believable but also *behave* believable.

8. Empirical studies that address the perceptual goals of augmented reality technology are underrepresented in existing augmented reality research.

9. Augmented reality research is no more about head-mounted displays than computer science is about computers.

10. By providing students with cookbook thesis projects, we deprive them of learning fundamental research skills: generating ideas, finding questions, and dealing with the fact that on first sight, everything worthwhile seems to have been done already.

11. There are two easy ways to insult successful women in computer science. First, tell them that they made it because they are a woman. Second, compliment them for pursuing computer science despite being a woman.