Augmented Reality for Learning Anatomy

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Learning Anatomy

• Current practice in learning Anatomy
• Interviews and surveys
• Difficulties
Augmented Reality

• What is it?

Alexander Nischelwitzer1, Franz Josef Leitzl2, Gig Searle2, and Andreas Holzinger2

State, et al. 1996
Haptic device

Phantom Omni robotic arm

- 6 degrees of freedom
- Touch feedback
- Cost-effective
Development

• Labelling
• Moving objects
• Poking with tactile feedback
• Visual Studio 2010 in C++
• OpenGL
• Openhaptics
Current prototype

- Monitor capture/ user test
Questions?

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