Augmented Reality for Learning Anatomy
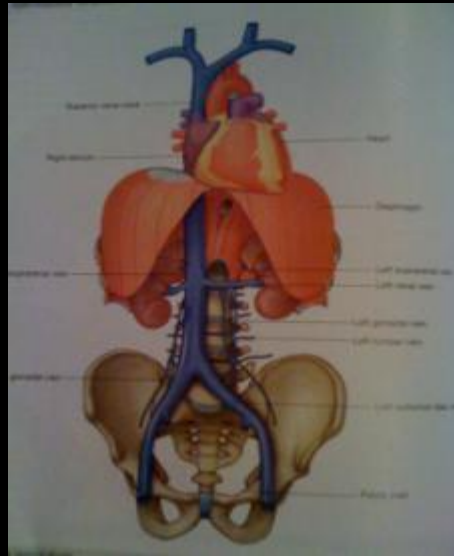
Soon-ja Yeom

School of Computing & Info Sys

University of Tasmania
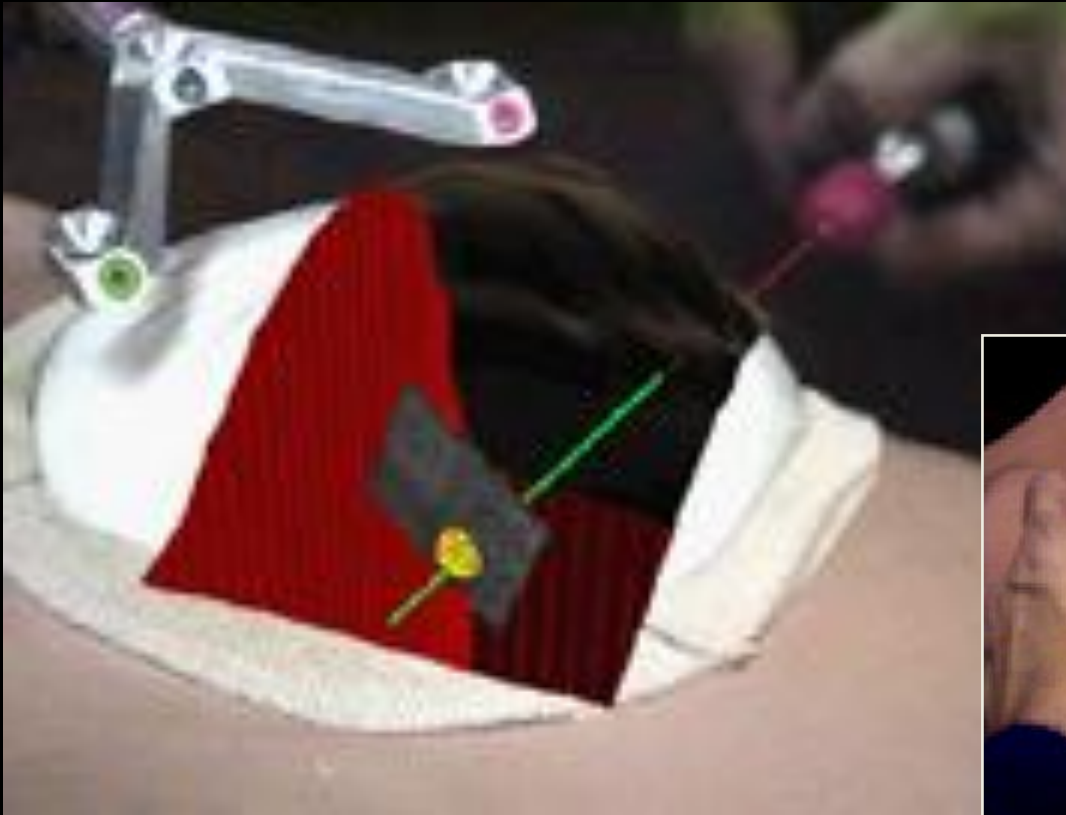
Learning Anatomy

- Current practice in learning Anatomy
- Interviews and surveys
- Difficulties

Augmented Reality

- What is it?

Alexander Nischelwitzer1, Franz-Josef Lenz1, Gig Searle2, and Andreas Holzinger2

C. Stephanidis (Ed.): Universal Access in HCI, Part III, HCII 2007, LNCS 4556, pp. 728–737, 2007.
© Springer-Verlag Berlin Heidelberg 2007

State, et al. 1996

Haptic device

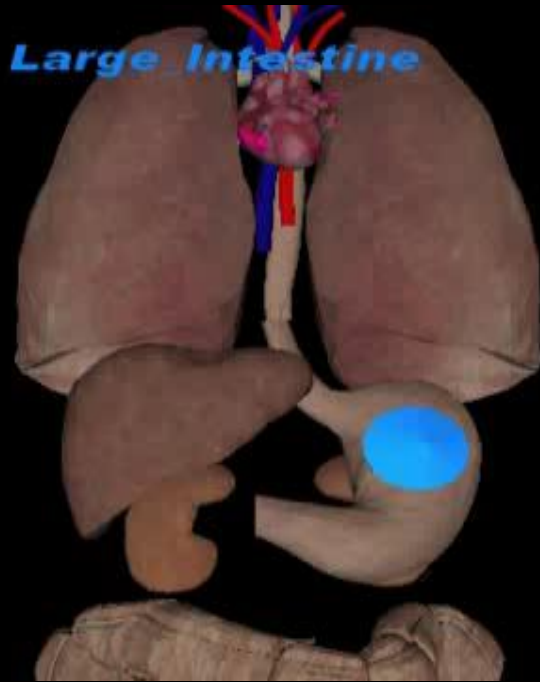**Phantom Omni robotic arm**

- 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?

s.yeom@utas.edu.au