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Name of project: Design Considerations for Augmented Reality Navigation Aids

Project Description: Augmented reality navigation aids, which superimpose virtual information onto the real-world, have the potential to support users in wayfinding tasks. However, several design factors can negatively affect the user experience of these aids and thereby stand in the way of adoption and use. The goal of this project is to investigate the availability of this navigation information (always present vs. on request) and how user interaction techniques affect user performance, mental workload, and acceptance of the augmented reality aid. A simulator study will be conducted using an Oculus Rift. The undergraduate student will work closely with a PhD student; helping with the design of the experiment, running the experiment, and processing data for analysis.