XRBrowser: Rethinking the Web Browsing Experience for AR/VR

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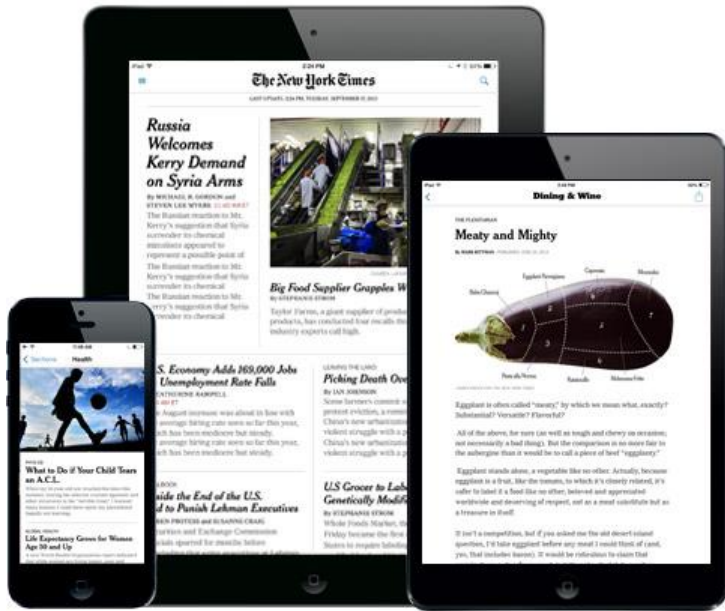
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W3Touch [**CHI**'13]

Mail (Phone+Tablet)
XDBrowser [**CHI**'16, **CHI**'17]

XRBrowser

I study the next generation of user interfaces, as well as the methods and tools to create them.

1) Engineering Interactive Systems

2) Ubiquitous Computing

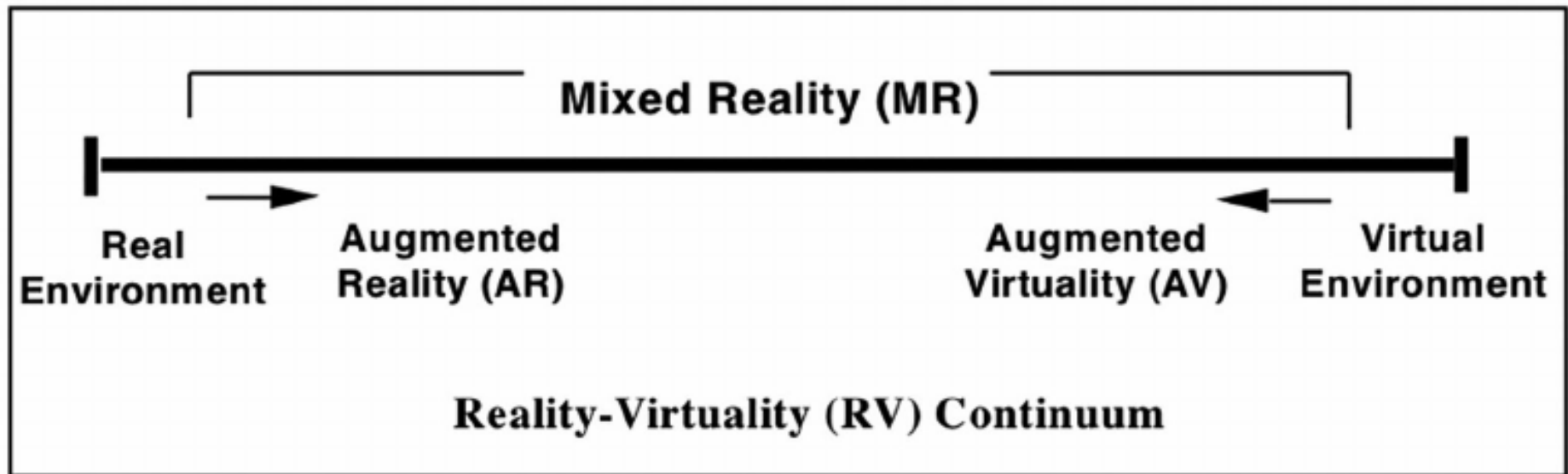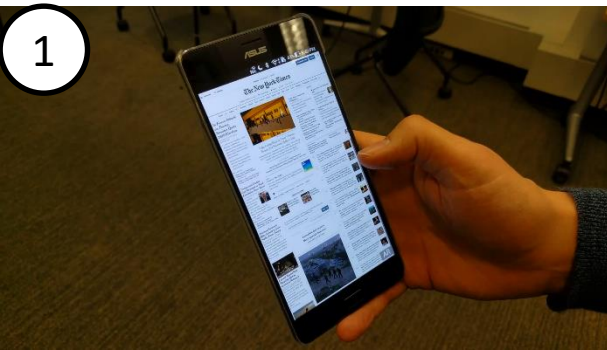3) Augmented and Mixed Reality

New Forms of Cross-Device UIs

Mobile

Mobile AR/VR
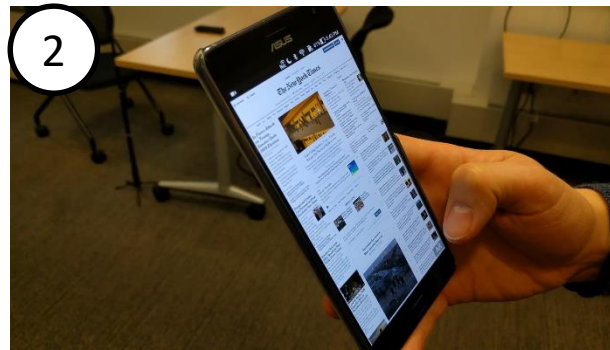
Mixed Reality Interfaces

Reality-Virtuality (RV) Continuum
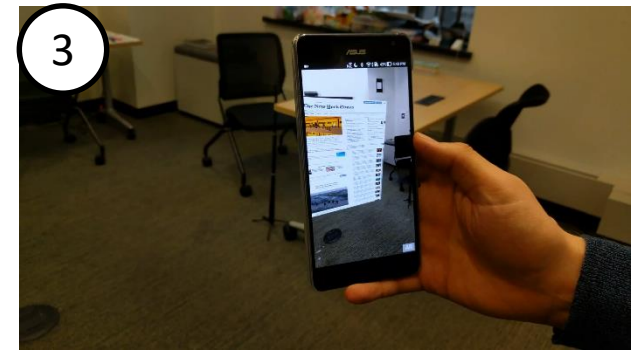
XRBrowser

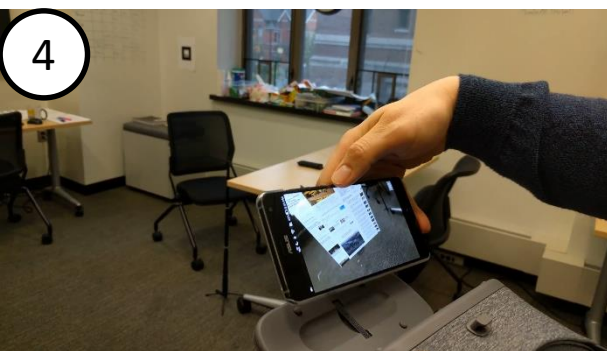1 Use default mobile view

2 Switch to mobile AR view

3 Use mobile AR view

4 Use mobile display holder

5 Switch to mobile VR view

6 Use mobile VR view

Rethinking Interaction

How do we enable seamless transition between standard mobile, see-through AR, and completely immersive VR?

What are effective adaptations of existing interfaces to make better use of AR/VR depending on task, context, & preference?