

Dissertation Abstract

Name: Arlene Kalem

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Title: Analyzing Interactivity in Historical Location-Based Augmented Reality Applications

Supervisor: Mads Haahr

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This paper aims to contribute to the body of knowledge regarding historical augmented reality applications and what makes them effective as learning tools. Many papers have gone into the technical details of design and implementation, and several studies have been conducted to measure their effectiveness. What this paper aims to do is study what aspects in particular make AR mobile apps effective in heritage education. This paper will analyze user interaction in a small selection of apps through two frameworks in order to produce a new framework that analyzes what aspects of the apps are effective and what could be improved. The purpose of this is to offer developers insight into what aspects make an app effective as a learning tool at a historical site, so that such aspects can be included in future projects.