

AR Campus Tour

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University of Dublin, Trinity College, 2018

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With the growing interest and use of Augmented Reality in business and academia, many studies have been conducted into the technology's use in the tourism industry. Using publicly available tools and frameworks, this paper maps out the design and implementation of a tourism AR application, called the AR Campus Tour. This application is built to guide users around the grounds of Trinity College Dublin, and direct them to various famous landmarks. This paper also examines different algorithms that can be used to create a quick and accurate system.