Paper ID: 11135
oral
student

22nd SYMPOSIUM ON SPACE ACTIVITY AND SOCIETY (E5)
The Effect of Space Visualization Tools in Commercial Markets (3)

Author: Mrs. Ana L. C. Prestes
University of Houston, United States

Mr. David Ladewig
University of Houston, United States

THE MANY APPLICATIONS OF AUGMENTED REALITY IN SPACE PROGRAMS

Abstract

We live in a world of facebooks and tweeters where school age children are learning through virtual media. The traditional way of acquiring knowledge where the instructor stood in front of a class is long gone. Nowadays the "traditional" way of learning is by "doing". Most schools throughout the globe are hooked up to the internet and students google a subject in order to learn it. Furthermore, the same media used for learning is been also used for entertainment and communication. We communicate with others via e-mail, web conferences, online learning, telepresence and so on. We entertain ourselves with youtube and Second Life. The computer revolution that started at the end of the 1970's developed parallel technologies that are now converging and evolving into a virtual environment called Augmented Reality.

Augmented reality as simulation programs have been used by NASA and FAA as teaching tools for pilots and astronauts for some time but it hasn't been applied to space outreach programs or to long duration space trips post "lift-offs". Hence, the focus of this paper is to explore the uses of augmented reality as a tool for space outreach programs, a tool to soothe space related stress, and a tool to perform tasks.