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Exploration of Effective Augmented Reality Interfaces for Bridge Inspection

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Abstract

The primary goal of this project is to explore which types of information displays and interactions would be found useful by bridge inspectors if they were provided Augmented Reality (AR) support while inspecting a bridge. To gain this understanding of desired functionality, we propose to work within a Virtual Reality (VR) environment of a bridge site for use in training bridge inspectors, and mock-up a variety of possible information displays at various points within this environment so as to gain feedback from inspectors on what is effective and what is not.