



**Natural User Interfaces  
 For the Augmented World**

**Multimedia Augmented Tutoring Environment  
 for Travel**

**Features**



- ◆ Position, Direction Tracking
- ◆ On Windshield Guidance
- ◆ Proactive, Reactive Space
- ◆ Dynamic Databases
- ◆ Personalized Response

**Technologies**

- ◆ Global Positioning System
- ◆ Internet Connectivity
- ◆ Speech Recognition
- ◆ Information Extraction
- ◆ Natural Language
- ◆ Text To Speech
- ◆ Wearable Computing
- ◆ Stereo Vision
- ◆ 3D World Modeling
- ◆ 2D Gesture Recognition
- ◆ 3D Representation



The car approaches the TransAmerica tower.



When close enough, a short descriptive label is placed in the sky.



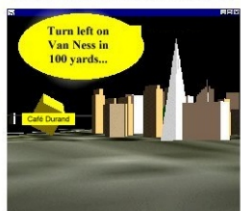
The driver points at the tower and says "Is there more information about that?"



The system reads the info it collected on the net.



The driver is hungry and says "Where is the closest French Restaurant?"



The name of the restaurant is displayed, followed by driving and parking directions.