



MERGING GLOBE WITH MIXED REALITY FOR DATA VISUALIZATION AND DATA COLLECTION TRAINING

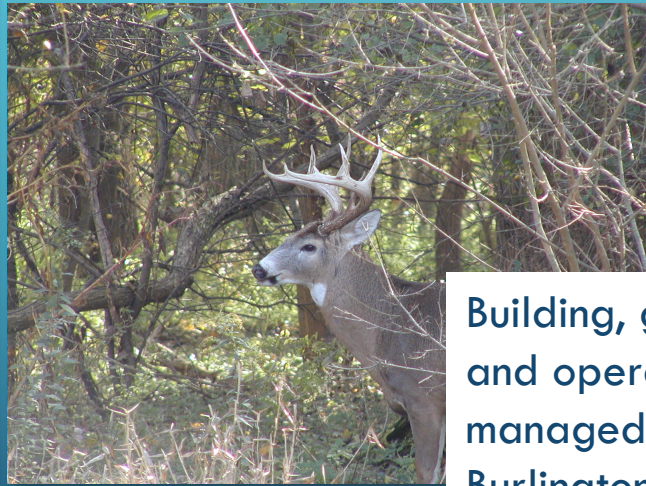
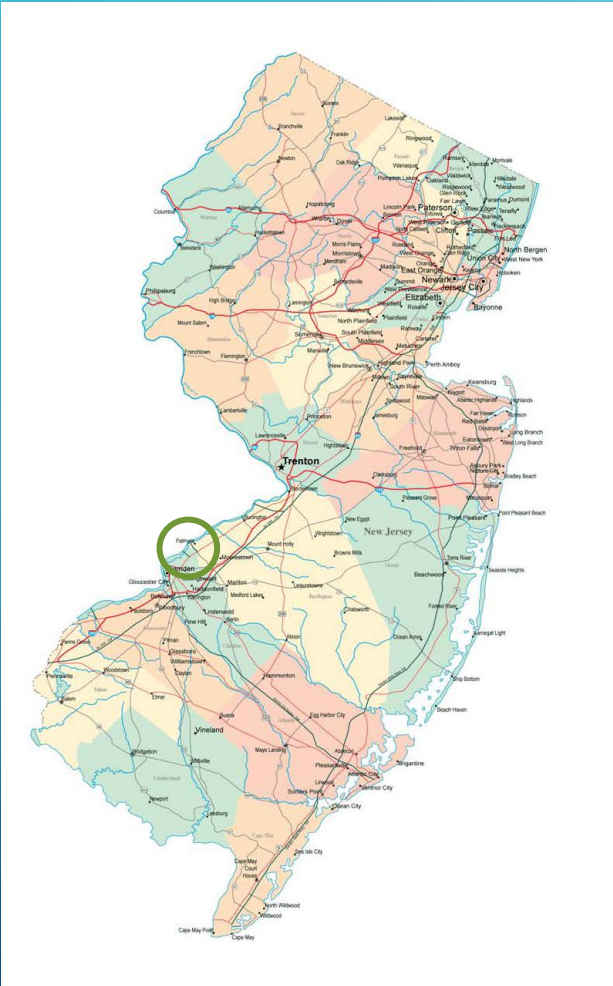
23RD GLOBE ANNUAL MEETING
DETROIT, MICHIGAN, 14-18 JULY 2019

PETER DOROFY & JOHN MOORE



ABOUT PALMYRA COVE GLOBE PARTNERSHIP

250 Acres
woodlands, wetlands,
meadows, river
shorelines, freshwater
tidal cove



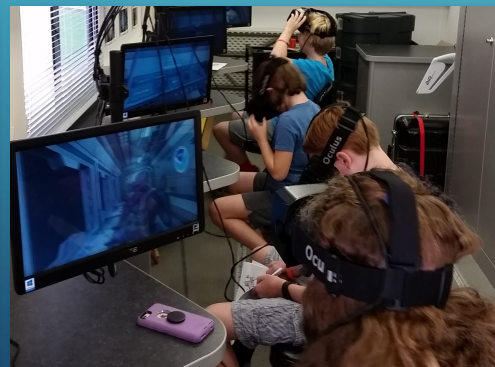
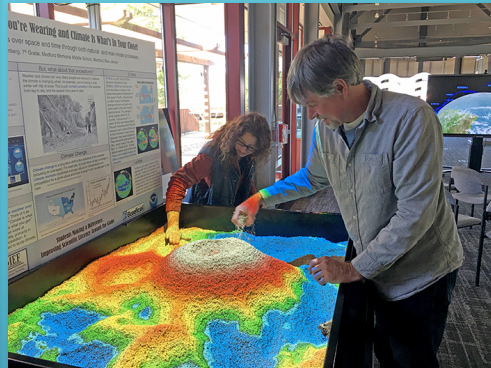
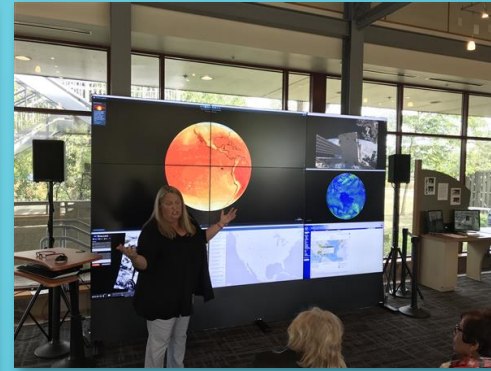
Building, grounds,
and operations
managed by the
Burlington County
Bridge Commission



Environmental STEM
Center building.
Education program
sees over 4000 K-12
students.



ABOUT PALMYRA COVE GLOBE PARTNERSHIP



INNOVATION LAB

- Give teachers, students, and the public mixed reality experiences in data visualizations and data collection simulations.
- Provide teachers a “sandbox” experience of various mixed reality platforms that may integrate into their classroom setting.
- Prototype mixed reality desktop solutions for deployment to in-house exhibits, selected informal science centers, and selected K-12 classrooms.
- Develop mixed reality mobile solutions in real-time data visualizations for deployment to Android and iOS.



INNOVATION LAB – MIXED REALITY PROJECTS

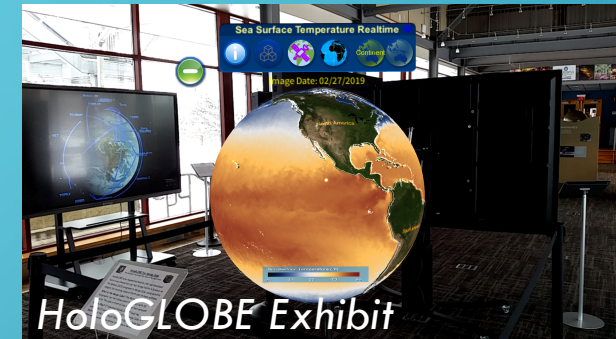
Canned Solutions:



In-House Solutions:



In-House Development:



The background is a dark blue gradient. In the four corners, there are white, stylized circuit board traces. These traces consist of straight lines that turn at right angles, ending in small circles that represent components or connection points. The traces are more dense in the bottom-left and top-left corners and more sparse in the top-right and bottom-right corners.

The Road to Mixed Reality

The background is a dark blue gradient. In the four corners, there are decorative white line-art elements resembling circuit traces or neural network connections. These elements consist of straight lines of varying lengths and angles, ending in small white circles. The top-left and bottom-left corners have more complex, branching structures, while the top-right and bottom-right corners have simpler, more linear structures.

Virtual Reality

Fully Artificial.

Full immersion in virtual environment.

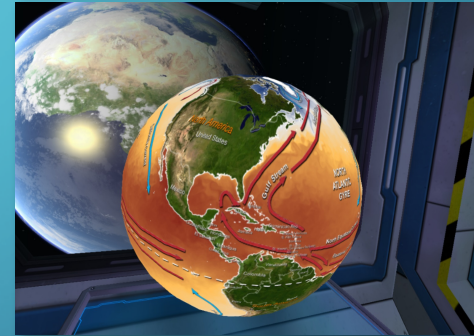
USOAR

Underpinning USOAR is a rich and diverse range of

Augmented Reality, VR experience on board a

➤ Gaze input only, no touch (Oculus DK2 dev)

➤ mobile science lab using satellite data from NASA
➤ Little awareness of physical surroundings
and NOAA sources.



Augmented Reality

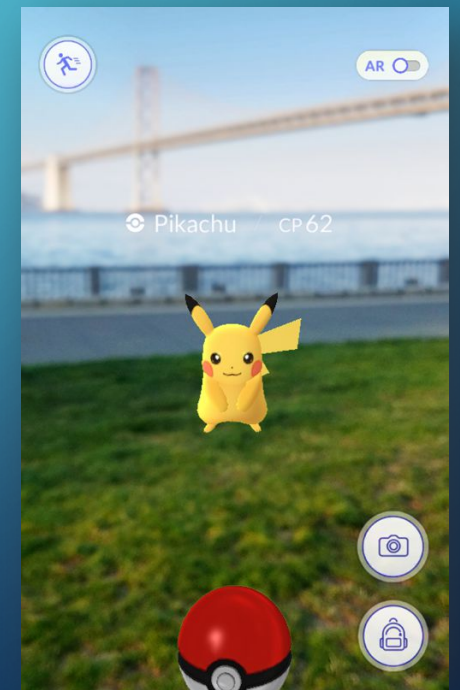
Virtual objects overlaid on real-world environment.

Real-world enhancement with digital objects.

Robot Kyle brought out of
USOAR into the real-
world.



I'm a real
boy!



Mixed Reality

Virtual environment combined with real-world.

Interaction with both real and virtual.

MIXED REALITY IS BLENDING REALITIES



+

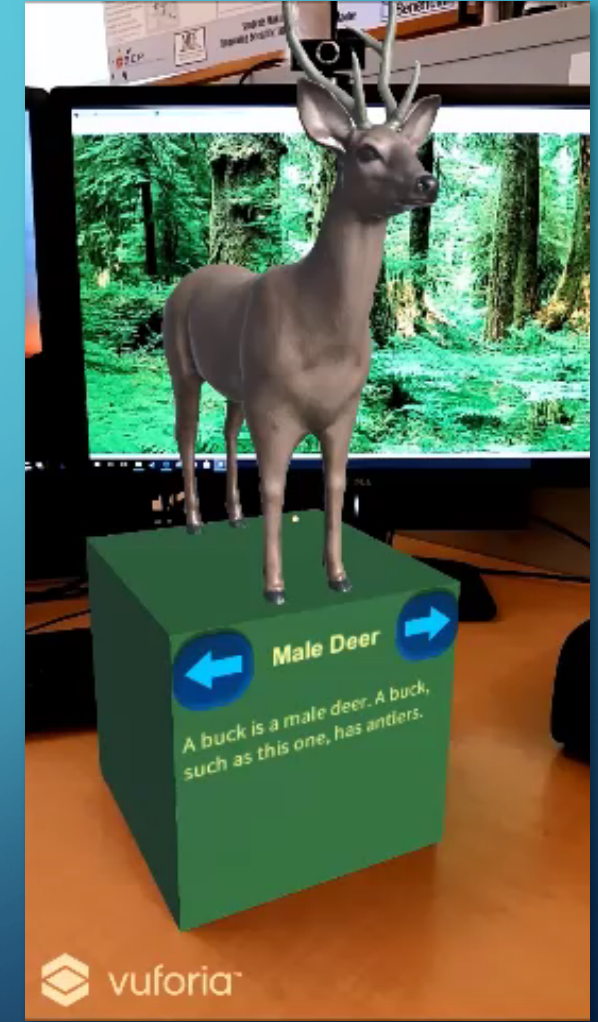
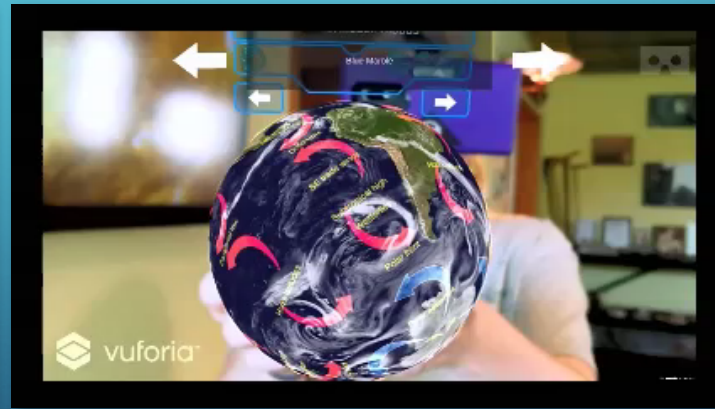


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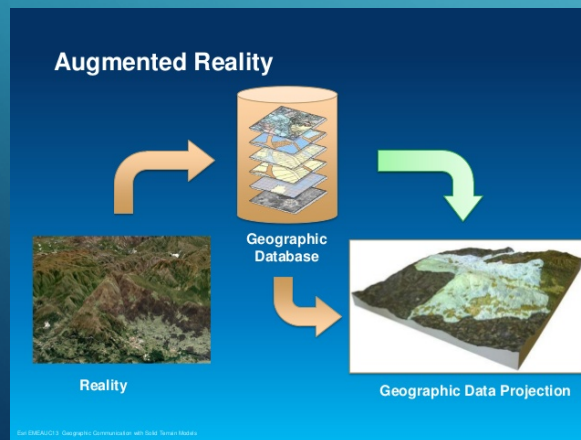
MOBILE MIXED REALITY

- Energy aware transitions (memory, cpu, gpu)
- Streaming content to and from the cloud
- Awareness of physical surroundings
- Not tethered to a machine



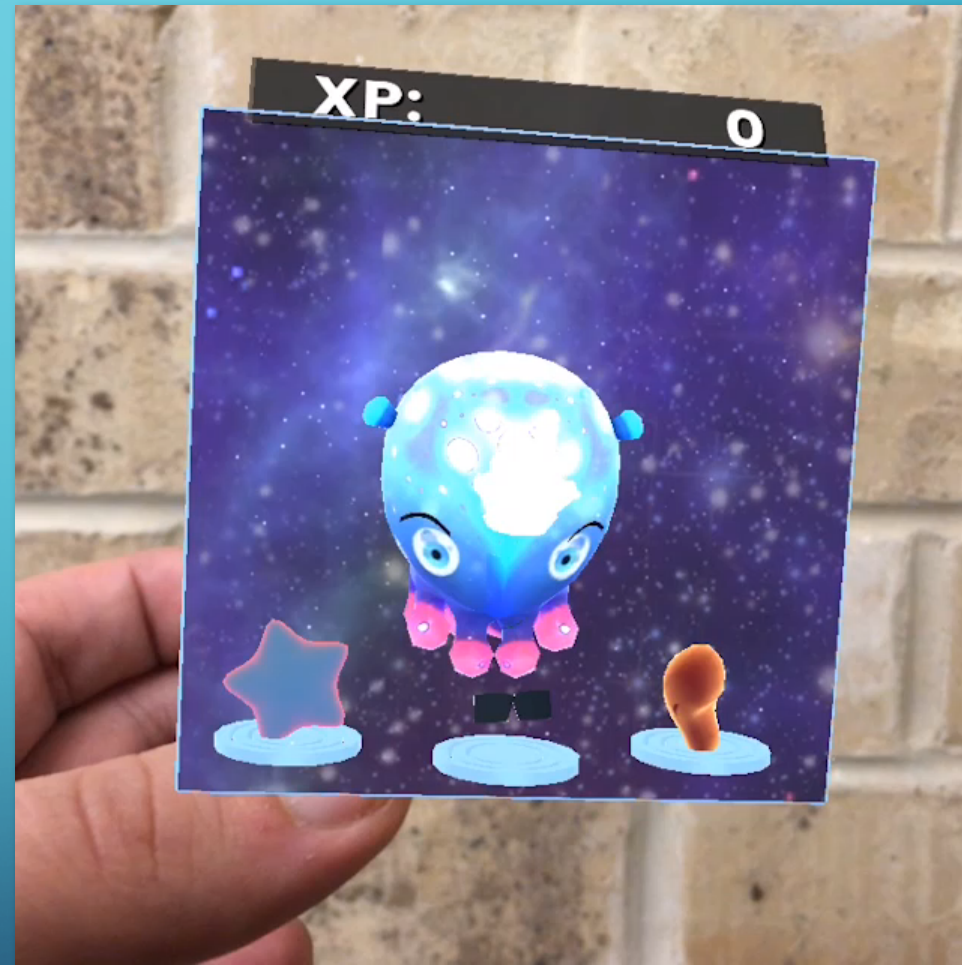
CONSIDER:

- Shelter boxes and instruments with augmented instructional aides.
- Pokémon Go-like to help guide students.
- AR study site fully equipped for planning and prototyping.
- VR protocol training on virtual land cover.



MERGE CUBE

“The world's first, holographic object you can hold in the palm of your hand.”





HoloGLOBE For Merge Cube

Institute for Earth Observations at Palmyra Cove



NASA and NOAA visualizations of the Earth in the palm of your hand!

HoloGLOBE brings NOAA's Science on the Sphere (SOS) programs to MERGE Cube, using satellite imagery and data simulations for stunning views of Earth and its many systems.

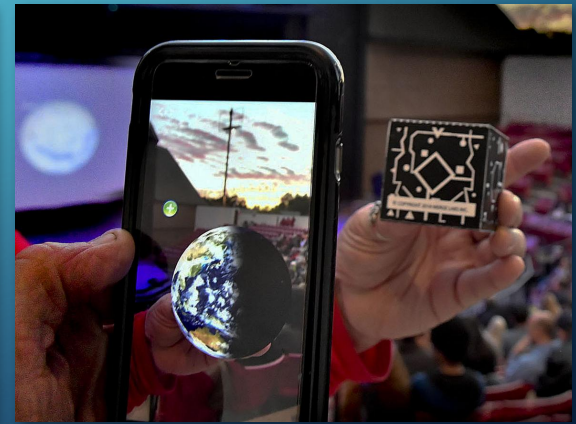
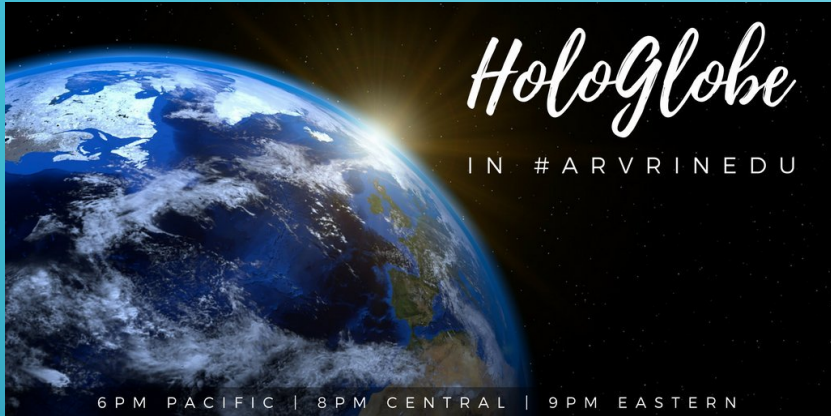


FEATURES:

- Unique AR experience of the Earth using authentic data.
- Watch SOS programs in the palm of your hand.
- Tested on Android phones from high end to low end (Samsung Galaxy 8, Galaxy 5, Moto G4, and BLU R1 HD)
- Allows both AR and non-AR modes.



Making an Impact?



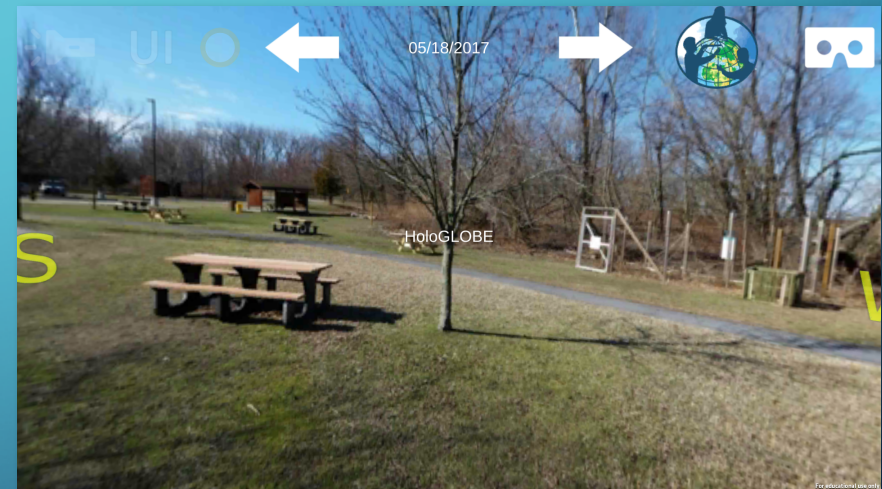
20,000+ downloads!

Exhibit cube. Room scale alternative to Science on the Sphere. Portable?



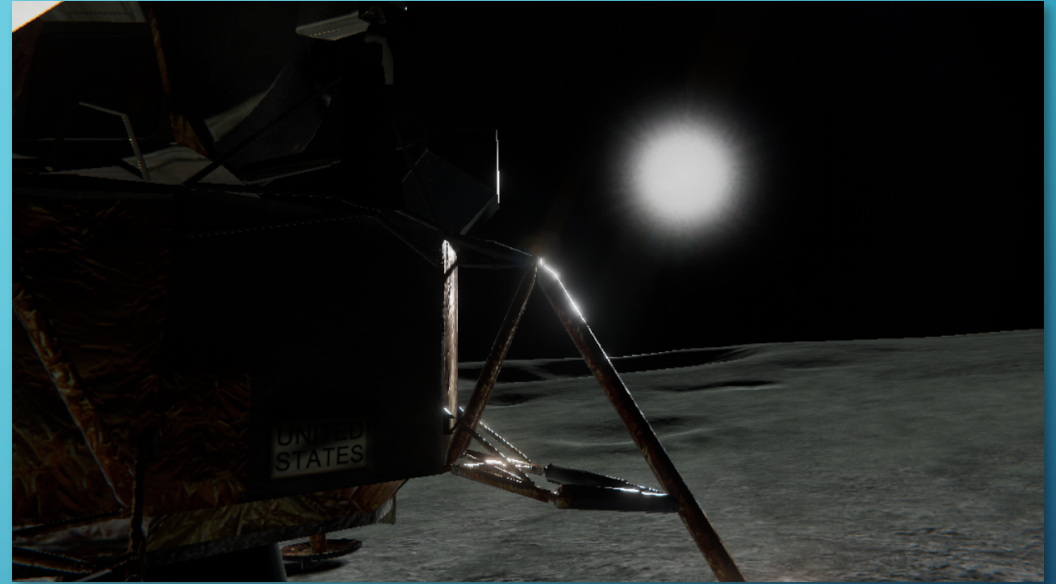
WHAT'S NEXT FOR HOLOGLOBE?

- Integrate Google Cardboard Camera that allows users to capture, upload, and share panoramic views of GLOBE study sites. Metadata to include location, protocol measurements, links to satellite imagery.
- Add latest datasets of ICESat-2.
- Refresh HoloGLOBE.

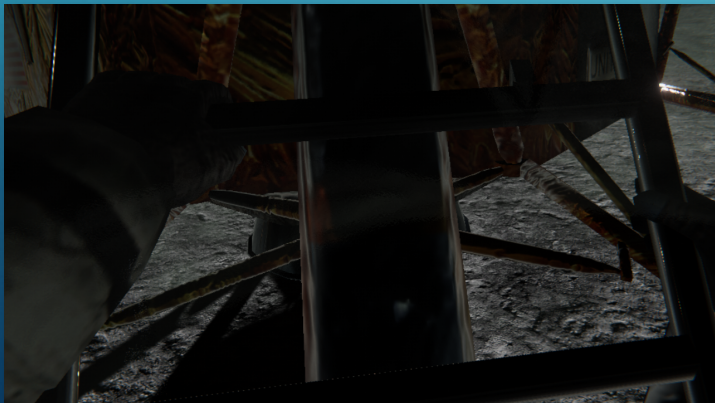


LUNAR LEARNING EXPEDITIONS

- Visit Apollo 11 landing site from a historical perspective; deploy experimental package.
- Address moon landing misconceptions; additional experiments (ex: feather and hammer drop)
- Revisit the landing site in the future (50 years later) with new experiments. Integrate GLOBE data collection protocols such as soil collection and surface temperature.
- Tailored for short visitor walk through experience, or extended expeditions for more in depth training.



Looking toward Little West Crater



Stepping off the LEM



Measuring surface temperature



Extracting a soil sample



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Thank You

