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*“Design and development methodologies of Kkongalmon, a location-based augmented reality game using mobile geographic information”*

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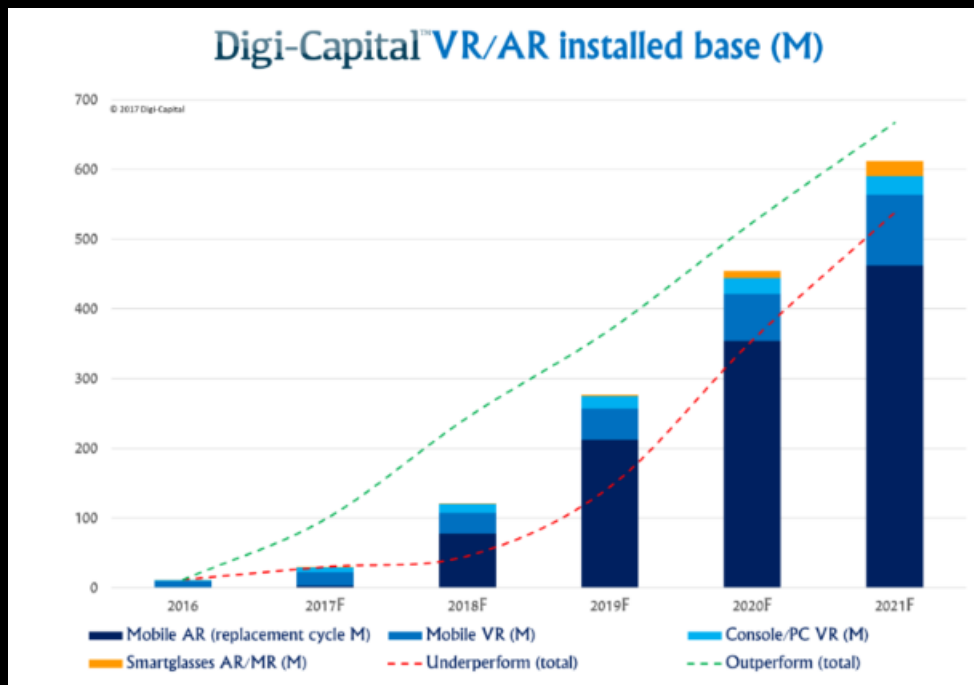
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# INTRODUCTION

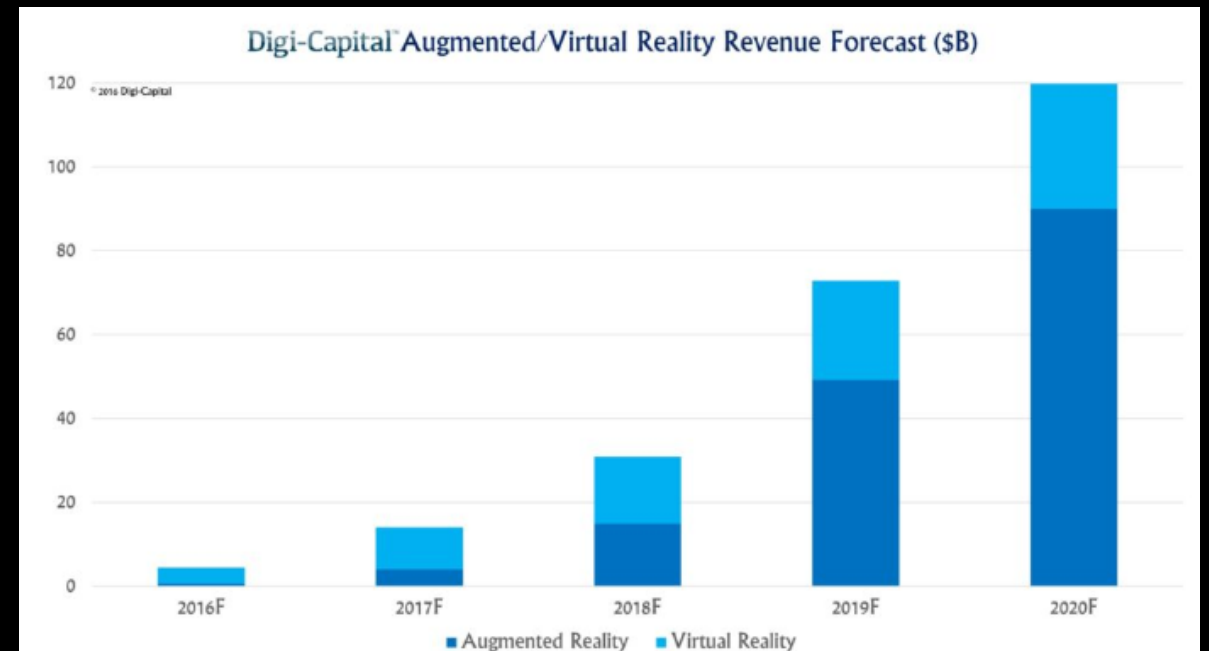
- ✓ Augmented reality » immersion and reality
- ✓ Without extra devices » less restriction in usability
- ✓ *Smartphone* » mobile + important characteristics



Development of location-based applications



*Installed base applications (2016-2021)*



*Revenue AR/VR (2016-2020)*

# METHODS

## ✓ Aim

- » Describing present and future for AR technology
- » Connection between location-based games
- » Pokémon GO
- » Intuitive interfaces

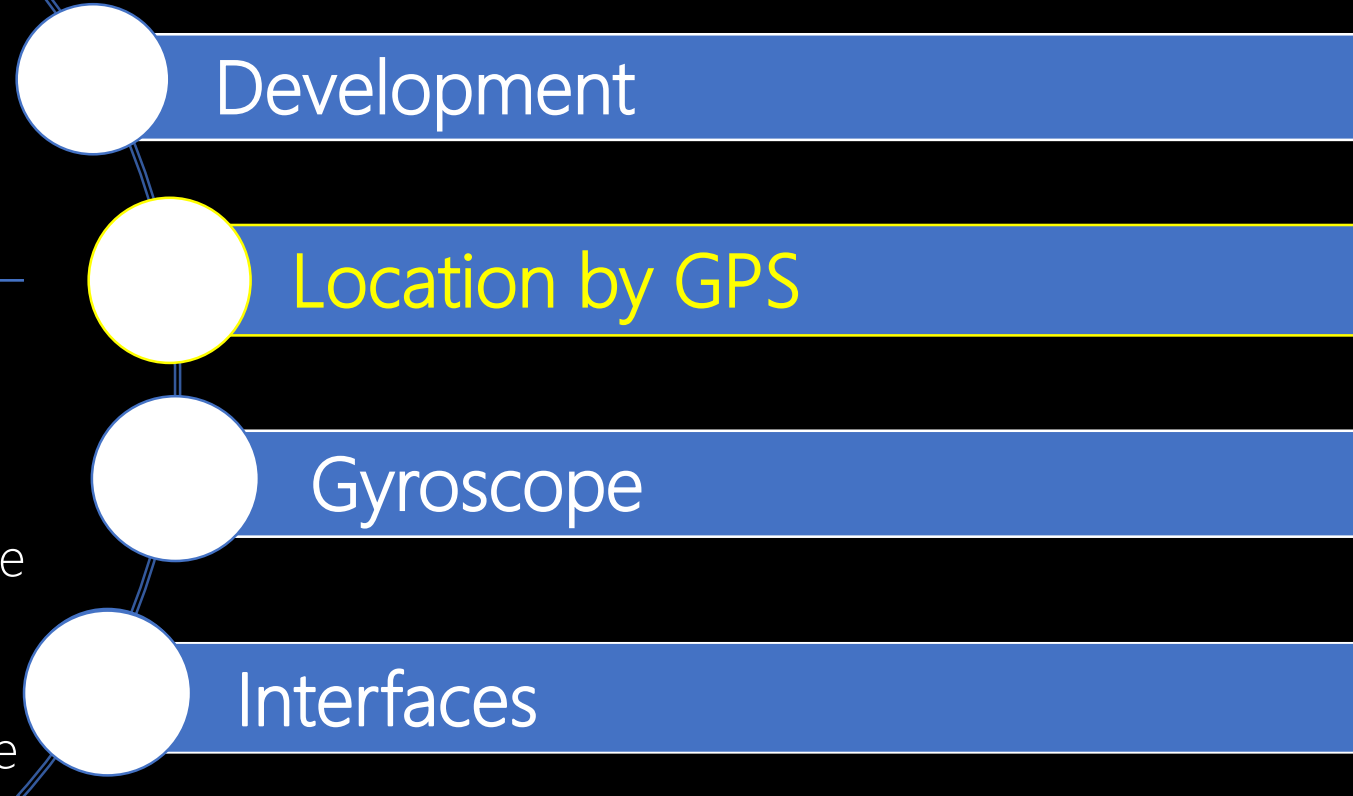
## ✓ Global status of AR game development

- » Niantic - Pokémon GO
- » 2 million \$ per/day
- » + than 7 million *downloads* in 7 days
- » Theme Parks

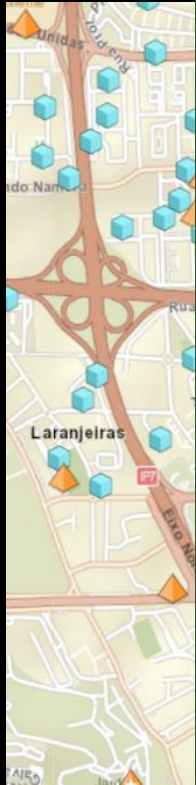
## ✓ AR Platforms

- » Mobility without spatial restrictions
- » Smaller, lighter and portable platforms
- » Mobile phones, RA glasses, computers, tablets

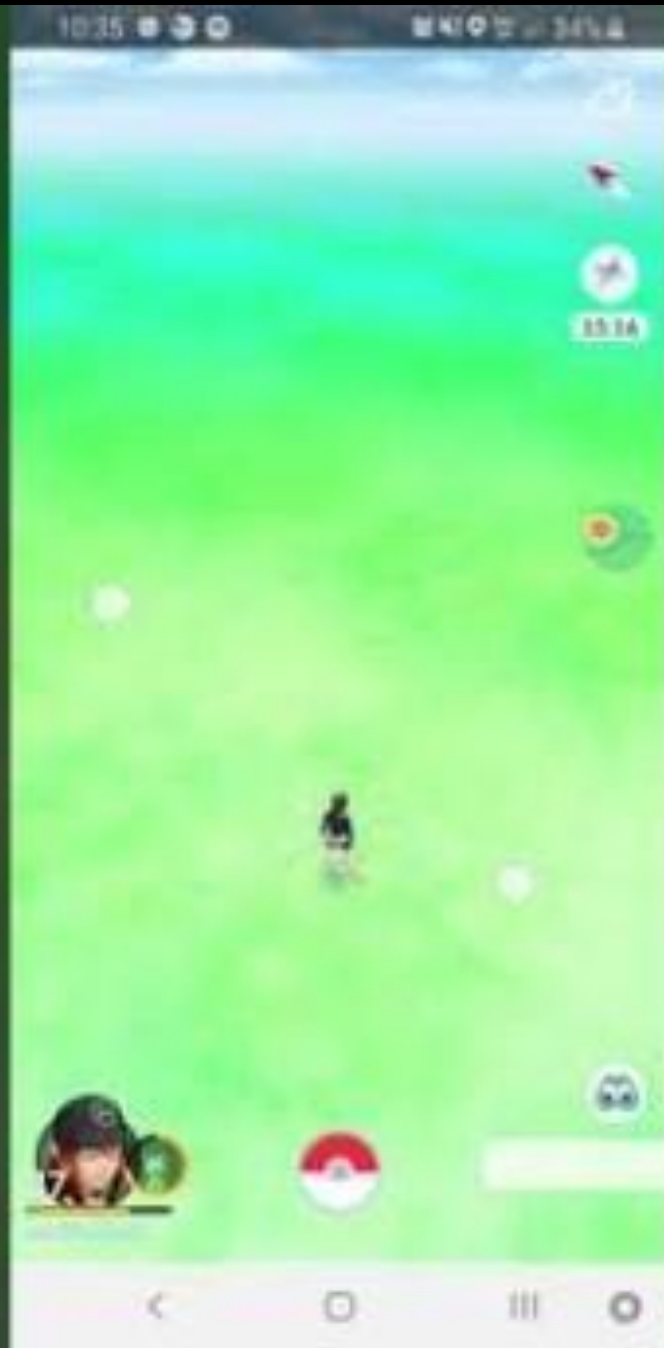
# DISCUSSION



- ✓ Location shared
- ✓ Features ON
- ✓ Relation with culture/leisure
- ✓ Errors!
- ✓ Satellite location and time
- ✓ Refraction and Interference
- ✓ Minimize the error

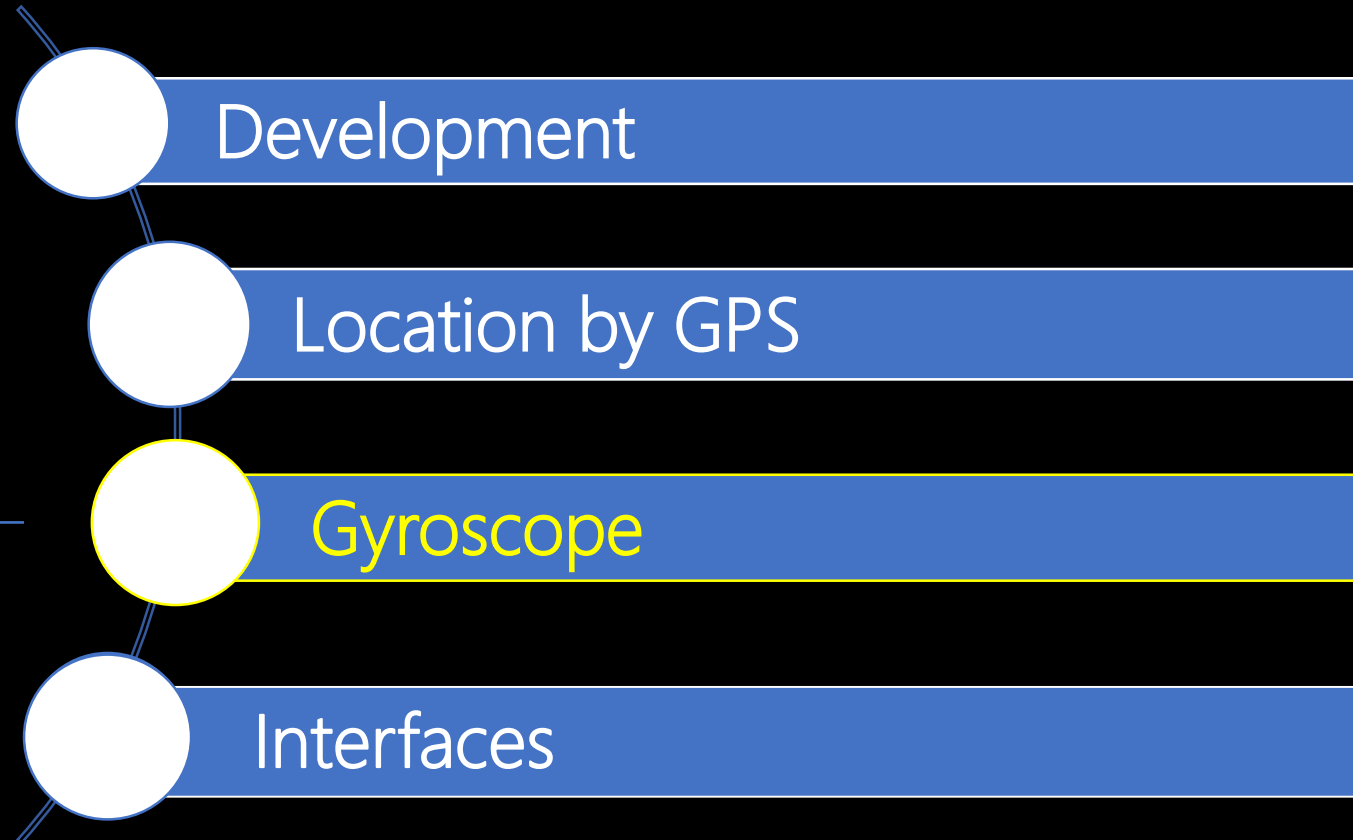


"Mapa Mundo



galmon)

# DISCUSSION



- ✓ Rotation and Speed
- ✓ Three-Dimensional Axes
- ✓ Positioning
- ✓ Gravity



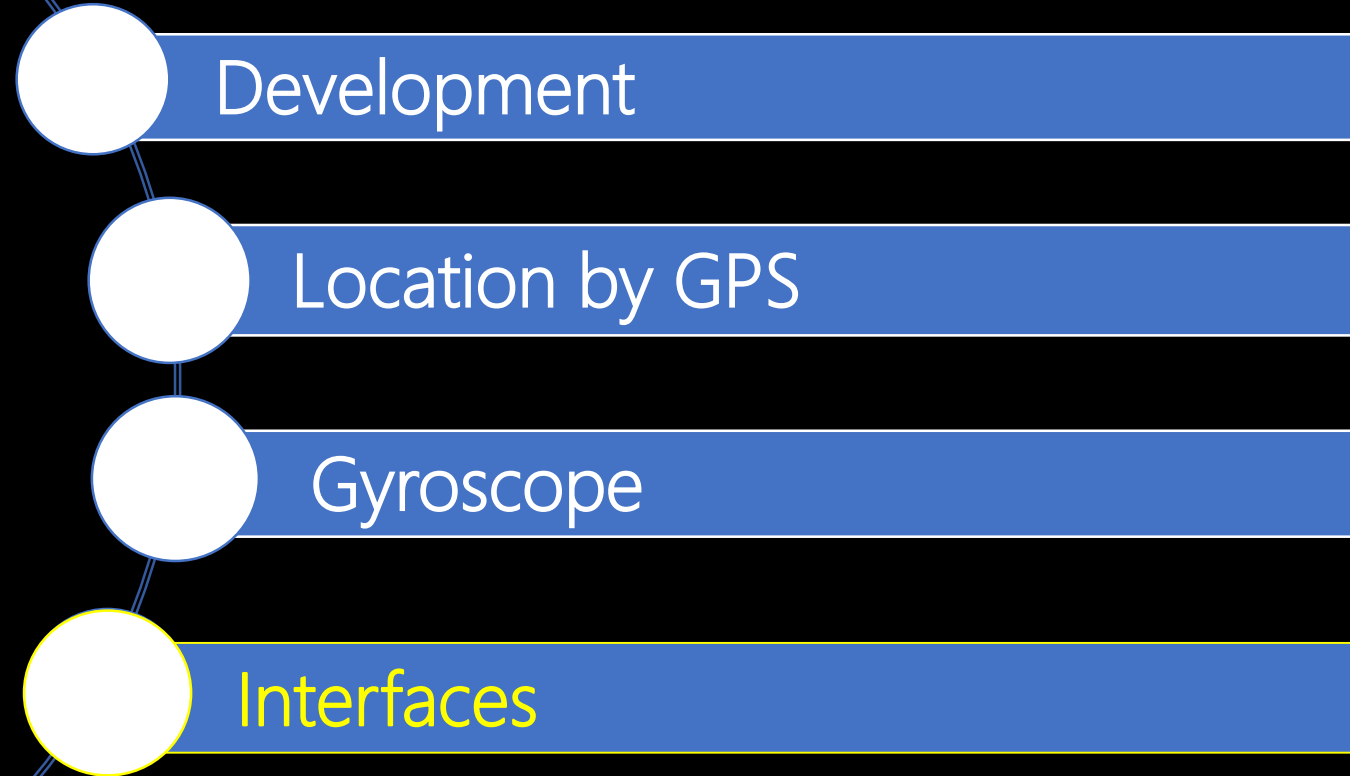


*With gyroscope*



*Without gyroscope*

# DISCUSSION



# CONCLUSION

- ✓ Growing AR technology
- ✓ Integration with localization technologies
- ✓ Games + dynamics
- ✓ Importance of sensors
- ✓ Future works
- ✓ Use geographic information positively