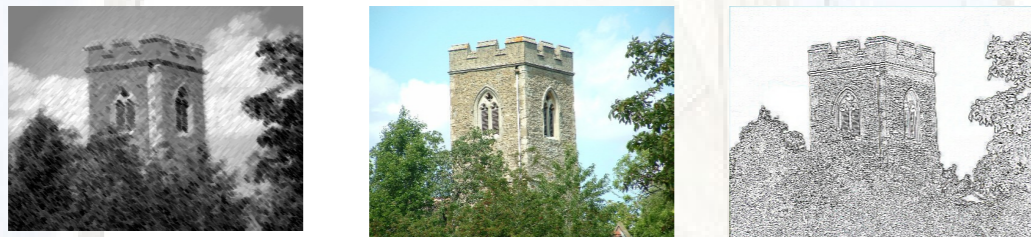# Navigational Interfaces for Landmarks

Using Technology to aid landmark recognition

- Humans like landmarks
- We Have the (mobile) Technology
  - that can know where it is,
  - know which way it is facing,
  - know what should be visible,
  - and show us a picture of relevant landmarks
- But do we know how best to use it?

- How should we present the pictures?

- Does it matter where the pictures are taken from?

- **Our objective is to understand how best to design an interface for this kind of task**
 - Initial question –
    - investigate the effect of distance and direction on the ease with which an image of a landmark can be recognised.
  - Only part of the overall question
    - But one of the first aspects that we need to understand

- **People**
  - Open University, Department of Computing
    - Dr David Bowers, Dr. David Morse, Dr. David King
  - Nuffield Bursary Students
    - Ben Coltman, George Dobson, Francis Priestland

Scoping Experiments

- Laboratory-based Experiments
- To identify significant features of images of landmarks
  - Direction from which image taken
  - Distance from which image taken
  - Proximity (distance, direction) of your position to that from which image taken
- We have constructed a corpus of landscape and landmark images from grid of positions
  - Church towers and coastal landmarks
  - Involved field trip on a boat in the Solent
  - Over 2000 images
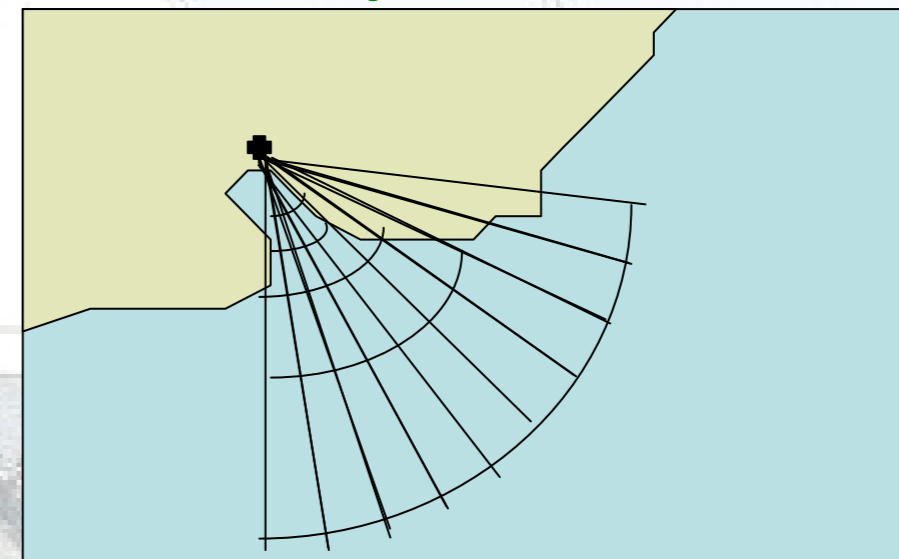
- Constructed two experimental shells
- Ready to deploy with volunteers
- Measure time for correct identification of landmarks

- **Next steps**
  - Collect initial data to test experiment design
    - Identify significant "variables"
  - Refine selection of images
    - Test
  - Expand corpus
    - Further opportunities for Nuffield students?
  - Extend experiments