Reviving Solitude

Enhancing Historical Interpretation with Volumetric AR Docents

Progress Summary

The project made significant progress prior to the early termination of funding in early April. During the active funding period, the team successfully completed the volumetric capture process for the AR docent, producing the core 3D assets required for the experience. These assets were then integrated into a functional Unity-based application, resulting in a working prototype of the augmented reality experience. Development efforts focused on ensuring the application's usability and stability in preparation for user testing.

In parallel with technical development, the research component of the project advanced as planned. The study protocol was developed and submitted for Institutional Review Board (IRB) approval, laying the groundwork for formal evaluation of the experience. Following submission, initial study implementation began, including participant recruitment and onboarding procedures.

At the time the funding termination notice was received, the team had successfully conducted its first participant session, marking the start of data collection. Although the project concluded earlier than anticipated, it achieved several key milestones, including completion of core content production, development of a functional AR prototype, and initiation of the research study. These accomplishments position the project well for potential continuation or future expansion should additional funding become available.