ARTextiles: Promoting Social Interactions Around Personal Interests Through Augmented Reality

Anna Fuste
MIT Medialab
75 Amherst St.
Cambridge, MA 02142, USA
afuste@media.mit.edu

Chris Schmandt
MIT Medialab
75 Amherst St.
Cambridge, MA 02142, USA
geek@media.mit.edu

CHI'17, Extended Abstracts, May 06-11, 2017, Denver, CO, USA.
ACM 978-1-4503-4656-6/17/05.
http://dx.doi.org/10.1145/3027063.3049791

Abstract
Our co-located social relationships are changing with the adoption of new technologies. Augmented Reality (AR) performed on clothing can bridge the gap between our social media and our face-to-face interactions. We propose a new system composed of an online application that generates an artistic and representative social design for the user's clothing based on personal interests from a social network. We also present an AR application to explore this social design and enhance face-to-face interactions and connections between acquaintances or strangers.

Author Keywords
Augmented Reality; Social Media Networking; Co-located / Distributed Collaboration; Computer Mediated Communication (CMC); Social computing; Fashion

ACM Classification Keywords
H.5.1 [Multimedia Information Systems]: Artificial, augmented, and virtual realities; H.5.2 [User Interfaces]: User-centered design; D.2.2 [Design Tools and Techniques]: User interfaces; J.4 [Social and behavioral sciences]: Sociology