
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

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

Permission to make digital or hard copies of part or all of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the Owner/Author.
Copyright is held by the owner/author(s).
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>