

Abstract

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Interactive Paper based on Augmented Reality

Digital pen and paper technologies provide the basis for linking digital content and services to printed materials in the form of interactive paper publications. To realize the potential of these technologies, it is important to develop platforms and tools that can support the large-scale publishing of interactive paper documents. However, creating successful augmented reality applications is not simply a matter of coming up with a new technology, no matter how clever. Because of the potential for confusion between the real and the virtual, augmented reality requires a multi-disciplinary approach, with a strong emphasis on the user. New technologies may offer fundamentally new ways of empowering users but successful applications will have to be integrated into real-world activities. [01]