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VIRTUAL MINDSET

ARNATOMY

HANDOFF DOCUMENT

DOCUMENT PURPOSE

This document is meant as a stepping-off point and resource for those interested in continuing work on ARnatomy or a related project.

PURPOSE OF APP

ARnatomy is designed to help students understand human anatomy better. To do this, the app utilizes object recognition and Augmented Reality to recognize a part of the body (for example, a hand) and show the user a skeleton overlaid on the body. Seeing anatomy in real-time using AR can help students learn and study more concretely, especially if they're more inclined to be visual learners.



POTENTIAL USERS

ARnatomy is an app geared toward students and teachers. Specifically, ARnatomy can be used in the classroom to demonstrate anatomy concepts or it can help students outside of class when they study or further explore certain concepts.

Example personas:

Kinesiology Katie

Katie is a junior at Unnamed University. She's studying kinesiology and is now in her major classes. Though she's taken all the prerequisites and feels like she understands the human body fairly well, she would like a way to visualize parts of the body when she's studying. Having an app like ARnatomy will help her put her knowledge to use and remind her of why she's interested in what she's studying.

Professor Peggy

Professor Peggy has been an instructor for a number of years and is always looking for new ways to reach her students and pique their interest. When it comes to lectures, hers are second to none and she wants to get information across in the most effective way possible. Using new technology is a way to wake up most of the dozing students and get them excited about what she's presenting. ARnatomy could be a great solution — seeing human anatomy right in front of students could help them understand why learning it in detail is so important.



DESIGN DETAILS

A copy of ARnatomy's visual design document can be found at

http://arnatomy.mynmi.net/documents/visual_design_document.pdf.

FUNCTIONALITY

A copy of ARnatomy's UX map can be found at

http://arnatomy.mynmi.net/documents/UX_Map.pdf

POTENTIAL FUTURE DEVELOPMENT

The main technology behind this app is Manomotion (<https://www.manomotion.com>), which supports hand gesture recognition. The app was developed in Unity for the iOS platform. Manomotion is private software only available through application on their website. For continued use, please email ARnatomy's lead developer (addisonpowers@gmail.com) so he can shoot Manomotion an email so they can give the new developer access to the Manomotion SDK (Software Development Kit). Addison should then be able to send the developer the ARnatomy project for their continued development. Know that an Xcode developer account is required to run the project on an iPhone. For instructions and tutorials on how to use Manomotion, look at their website for YouTube videos and documentation.