Invisible Media
**Attention-sensitive informational
augmentation for physical objects**

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Outline

- Video
- Technical details and recent features
- Ongoing work
- Future work

Introductory Video

- http://web.media.mit.edu/~dmerrill/images/invisible_media.mpeg

Some Details and Recent Features

- XML configuration to map beacon ID's to information.
  - Hierarchical representation, nested groups
  - PlayBefore list sets up dependencies on a node (prerequisite list).
- FreeTTS for greater flexibility, easier updates
- Automatic visual feedback on keywords, groups
- Object-centric location stored per-node
  - Enables direction-giving from one node to another

Ongoing…

- Better/more semantic ways to suggest node N+1 (currently uses most-recently-seen)
  - Considered TFIDF on descriptions
  - Google each tuple as a distance metric
    - <name1, name2>
    - <description1, description2>
- User will be able to verbally mark nodes
  - say "mark" at any time during a node, or could have a more flexible grammar ("mark", or "mark that last node" etc..)
  - System gives feedback upon mark

Future work…

- Adaptations based on personal profile
  - Language
  - Expertise level with subject matter
- Additional audio/features at a node
  - Indicate presence of extra features with earcons
  - Accessible with voice commands
- Making content community-editable
  - Wikipedia-style
  - Community additions of additional audio/links/etc..
- Other ideas for cool stuff?

Thanks for your attention

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