HAAG Weekly Report Week 13

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Time-Log

What did you do this week?

- Updated website
- Enabled downloads for image and tps

What are you going to do next week

- Keep website updated
- Fix an issue where if you move a point twice it relocates to a random spot
- Fix scaling when points are returned to the backend

Blockers, things you want to flag, problems, etc.

- None

Abstracts:

Link: https://dl.acm.org/doi/10.1145/3544548.3581147

Virtual and Augmented Reality for Environmental Sustainability: A Systematic Review

In recent years, extended reality (XR) technology has seen a rise in use in environmental subjects, i.e., climate change or biodiversity loss, as a potential tool to inform and engage the public with current and future environmental issues. However, research on the potential of XR technology for environmental sustainability is still in the early stages, and there is no clear synthesis of the methods studied in this field. To provide a clearer view of existing approaches and research objectives, we systematically reviewed current literature dealing with XR use in environmental topics. Although the results indicate that the volume of literature exploring XR in environmental applications is increasing, empirical evidence of its impact is limited, hindering the possibility of presently drawing significant conclusions on its potential benefits. Based on our analyses, we identified thematic, theoretical, and methodological knowledge gaps and provide a guideline to aid future research in the field.

Summary: This paper looks at using XR for environmental sustainability and evaluates the possible ways to approach future research to encourage environmental sustainability from the public.

What did you do and prove it

This week I enable downloading of the changed tps files, the image file, prepared for the meeting and looked into possible server options. I talked with Dr. Stroud about the current iteration of the product and he said that having inverting the colors to look at the predictions would help. Right now there is an issue with the scaling that slows down dragging and isn't properly applied if the point is moved twice. I would like to focus on fixing that, which will fix the scaling for the final downloadable image as well as the inversion of colors. Since the code now works, these changes should be seen on GitHub: https://github.com/Human-Augment-Analytics/Lizard-CV-Web-App.