

Title: Virtual Environment of Things: Industrial applications that combine IoT and AR technologies

A huge variety of IoT connected devices are deployed in the close vicinity of a user creating a huge amount of data that is hard to access and interact with. There is a need for a better human-to-smart environment interaction. In this presentation we will address this problem with the use of a new technology called the Virtual Environment of Things (VEoT). Virtual Environment of Things (VEoT) is a new concept of integrating real-world smart things and virtual-world avatars/objects in a computer-generated virtual environment so that entities in either worlds can interact with one another in a real-time manner.

The presentation will discuss about a state-of-the-art VEO platform that is developed at Texas State University that integrates a sensor network of Internet of Things (IoT) with an Augmented Reality (AR) device to create a “4D” experience. The 4D experience provides real-time spatio-temporal visualization and allows the user to interact with the IoT network in a highly intuitive fashion.

The applications behind the intersection of IoT and AR technologies are enormous. At this presentation, we will address the sectors of Health, Networking and Smart Infrastructure.