



Open Lab Hours: Summary 19.02., 04.03., 11.03.2016 with Nico Reski & Romain Herault



This is a short, informal and straight-forward round-up of the *Open Lab Hours* hosted by the Department of Media Technology at Linnaeus University on 19.02., 04.03 and 11.03.2016, informing about the latest happenings.

First of all, we were glad to welcome a couple of non-Media Technology students, who joined out of curiosity after seeing the posters distributed in the D- building. Having an interesting dialog with these students, we presented some Virtual and Augmented Reality demos as well as talking generally about these technologies and various use cases, e.g., how to utilize AR and VR and in the classroom.

Janosch and Romain are currently investigating iBeacons¹.

¹<https://developer.apple.com/ibeacon/>



They developed an iOS application that sends data about detected iBeacons via WebSocket² to a server for further monitoring. Now, they are examining solutions on how to visualize this data in a meaningful way.

Furthermore, the Open Lab Hours seem to be a good opportunity to get in contact with your supervisors. Bachelor students, who are currently working on their final thesis projects, are often joining. We are observing with enthu-

²<http://www.websocket.org>



siasm the weekly progress they made, supporting them with meaningful advice towards, design, implementation as well as conducting user studies. One bachelor student was even able to run a first small pilot study with the developed prototype, investigating different approaches on how to teach game mechanics in a 2D platform game.

Sci-Hub³, an online repository to access scientific publications,

³<https://en.wikipedia.org/wiki/Sci-Hub>

is lately in the community's spotlight. That was also a reason for us to engage in a conversation about the current situation of publishing academic papers we are stuck in. If you are not familiar with these current on-goings, we recommend that you take some minutes and read up on it.

So far we are quite satisfied with the Open Lab Hours activity. We were always joined by enthusiastic individuals, talking and brainstorming about the most different approaches and opportunities in human-computer interaction as well as tools for software (and hardware) prototyping. Common tools that we are using right now include Unity⁴, openFrameworks⁵ and p5.js⁶. But also frameworks such as Processing⁷, Cinder⁸, D3.js⁹, Three.js¹⁰ or GameMaker¹¹ might suit your requirements to implement an idea, depending on your specific needs.

We hope you got an impression of the latest activities. As we covered different topics and had meaningful and productive discussions, we look forward to continue doing so during the next Open Lab Hours sessions. Please head over to our website to find (and subscribe) to our schedule.

All creatures welcome.

Find more information online, at bit.ly/OpenLabHoursLNU.

Twitter: @MediaTechLNU

Instagram: @MediaTechLNU

⁴<https://unity3d.com>

⁵<http://openframeworks.cc>

⁶<http://p5js.org>

⁷<https://processing.org>

⁸<https://libcinder.org>

⁹<https://d3js.org>

¹⁰<http://threejs.org>

¹¹<https://www.yoyogames.com/gamemaker>

