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**What type of research project?**

Not Specified

**Topic of proposed research project:**

2D vs 3D Augmented Reality

**Goal of research project (200 words):**

There are two main types of AR on the market (the way I see it):

- 2D AR (typically on monocular devices like Google Glass, RealWear HMT-1 – but also on glasses like ODG R-7 (which are essentially just a see-through tablet strapped to your face))
- 3D AR (also called Mixed Reality. This is the type of AR that tracks your real world and uses it to display content relative to the environment + 3D content anchored to real objects)

The question is how these two differs in terms of learning efficiency, task productivity, engagement, and so on. Which one is "better" for what tasks?

The research might require some discovery into what kind of tasks and scenarios to test and what kind of user experience to test them on.

**What are the specific objectives for the research?:**

1. Establish a solid, but simple, definition of types of Augmented Reality (AR, MR, 2D AR, 3D AR, Monocular AR, Binocular AR, etc)
2. Establish a set of base tasks for work productivity, learning, and so on. Tasks that the above definitions will be tested against.
3. Provide a report with relevant metrics on how each type of AR performs on each type of base task
4. Provide a set of best practices each type of AR on each type of base task

**Who do you think has expertise to conduct this research?:**

I don't know.