


“Symbolic Event Visualization for Analyzing User Input and Behavior of Augmented Reality Sessions”

The following list of icons models and describes different event types grouped by event layers (see Section 2 and Section 3 in the poster paper).




Global

Global icon describing aborted or failed events.

Interaction	Icon	Description
Failure		Any kind of interaction failure.





AR Interactions – Hover (AR Hover)

Object is highlighted and additional information display may be triggered.

Interaction	Icon	Description
Touch		User places hand near object.
Ray		User points at object from a distance A ray originating from the hand of the user pointing at an object.
Gaze		User gazes at object A gaze indicator pointing at an object.




AR Interactions – Select (AR Select)

Object enters select state.

Interaction	Icon	Description
Touch		User taps object.
Air Tap		User air taps object that is hovered by ray or gaze interaction.
Gaze		User selects object with gaze dwell interaction by looking at it for a certain timespan.
Speech		User selects object by voice command.



AR Interactions – Activate (AR Activate)

Object specific action is triggered.

Interaction	Icon	Description
Move		Move object in 3D space.
Rotate		Rotate object.
Scale		Enlarge/downsize object.



Real-Life Actions

User acts in the real world.

Action	Icon	Description
Walk		User moves.
Conversation		User talks to person.

Scene Context

Real life events not caused by the user.

Contextual Event	Icon	Description
Detect Object		Object joins the view of a user.
Distractions		External distraction occurs.