International Journal of
INTELLIGENT SYSTEMS AND APPLICATIONS IN ENGINEERING
ISSN:2147-6799 www.ijisae.org Original Research Paper

Enhancing Spatial Computing and Augmented Reality for Transforming Human-Computer Interaction

Venkata Chunduri[1], Inas Ismael Imran[2], Mutaz Mohammed Abu Hashish[3], M. Raja[4], Dr. Piyush Charan[5], Dr. Ganesh Kumar R.[6]

Submitted: 04/05/2024 **Revised**: 17/06/2024 **Accepted**: 24/06/2024

Abstract: "Both augmented and mixed reality rely heavily on the concept of "interaction." Mixed reality environments and applications involve interaction between humans, physical environments, and computers. This interaction can take place among both. In the past few decades, human-computer interaction techniques and strategies have been subjected to extensive research; nonetheless, these approaches and strategies must be rediscovered in immersive environments. For example, the Internet of Things and the 5G GSM network are examples of technologies that have enabled advanced input techniques and computer environmental awareness. Other examples include new sensors, computing capacity, and technologies. It's possible that mobile users' interactions with real or virtual objects could be improved by using pervasive sensors that are connected to a high-speed GSM network. As technological advancements continue, researchers can characterize their work by employing notions such as multimodal, tangible, and collaborative encounters.

Keywords: *Enhancing Spatial Computing, Augmented Reality, Transforming Human-Computer Interaction, human–computer interaction, mixed reality, User-centered system design, user experience, augmented reality, Extended Reality, Virtual Reality, Mixed Reality.*

1. Introduction

Human-computer interaction (HCI) has been focused on essential and pragmatic exploration to further develop end-user experience in AR/MR conditions. Research stresses the user's ability to execute undertakings and connect with the virtual world with assorted functionalities and control systems. User-centered system design (UCSD), first depicted by Kling and afterward by Norman, stresses user understanding. It researches user assumptions and how to finish a job or recuperate from a mistake, depicting HCI as a human-machine correspondence and cooperation. Exploring immersive worlds and the UCSD transformed how people do daily chores and interpret history and culture. Mixed and augmented reality are becoming part of our daily lives. AR & MR's optimistic future is shown by historical accomplishments in routing, entertainment, social media, engineering, and remote collaboration.

Technological advances in AR and MR enable interactive visualizations of previously undiscovered virtual and real-world combinations.

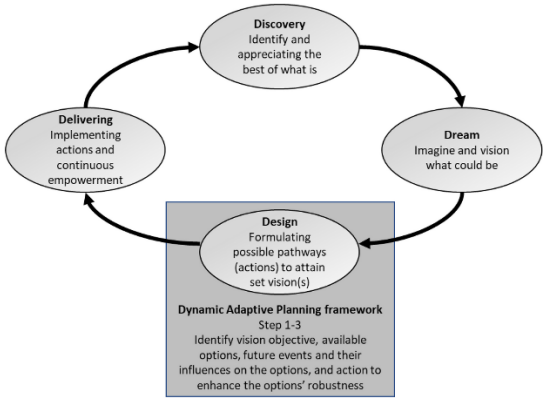

Fig 1: Content and technological route framework research

The genuine and virtual exist together in MR. Portrayed mixed objects as genuine elements with virtual partners. MR ecosystems have parted from AR by presenting geographic modalities and mixed objects, making spatial and setting mindfulness among real factors. Starting from the beginning of the reality- - virtuality continuum quite a

[1]*Senior Software Developer Department of Mathematics & Computer Science Indiana State University USA*
Orcid Id: 0000-0001-7466-0798
chunduriv1@gmail.com
[2]*Department of Computer, College of Education for Women, University of Baghdad, Baghdad, iraq*
enas.i@coeduw.uobaghdad.edu.iq
[3]*Department of Computer Science, Khazar University, neftchilar campus 41 Məhsəti street, Baku AZ 1096, Azerbaijan*
Mutaz.Mohammed@khazar.org
[4]*Assistant Professor (Senior) Department of Multimedia, VIT School of Design Vellore Institute of Technology, Vellore, Tamilnadu*
raja.m@vit.ac.in
[5]*Associate Professor, Department of Electronics and Communication Engineering Manav Rachna University, Faridabad*
piyushcharan@mru.edu.in
[6]*Associate Professor, Department of Computer Science and Engineering, CHRIST (Deemed to be University), School of Engineering and Technology, Kengeri campus, Kanminike, Bangalore India.*
ganesh.kumar@christuniversity.in

while back, distributed exploration and executions have decisively influenced how humans see and connect with verifiable, future, and fictitious reality situations. The most recent interaction strategy examination and improvements in survey papers are not ordered inside an obvious structure, coming about to false impressions and ambiguities. Utilizing taste, smell, and haptic methodology inside the sensor-based methodology would in any case make a system unimodal. Hit and Quek asserted that humans communicate with the world through sensations, hence checking on AR and MR HCI considering this discernment might increment imaginative reasoning and motivate new interactions. Arrangements frequently center around the field of use (the travel industry, engineering, clinical), the gadget (portable, work area), or umbrella expressions (multimodal, substantial, cooperative) as opposed to the methodology or setting of interaction. Along these lines, a mistaken depiction of interaction approaches can upset future HCI specialists' imagination and impede their work. Past endeavors to distinguish or classifications HCI parts for augmented and mixed reality show that mainstream researchers doesn't have a complete, in that frame of mind of interactions.

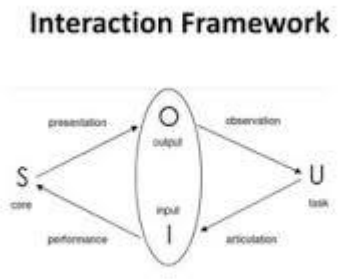

Fig 2: Human-computer interaction framework

In the quickly creating subject of mixed reality, groundbreaking thoughts and imaginative applications might characterize altogether new types of interaction. HCI is connected to notable hypotheses, including the speculations of activity, correspondence, modalities, and discernment — which are all shrouded in Norman's book The Design of Ordinary Things. It's fascinating to take note of that, notwithstanding the possibility of modalities setting haptic close by hear-able and visual modalities, the previously mentioned classifications bunch it with taste and smell under the sensor-based methodology. All the scientific classification that is being proposed here is basically an outline and an early endeavor to uncover each methodology along with its interactions at the most essential level. We guess that our proposed scientific categorization will give a more extensive outline of the work that has been done up to this point, lay out a bunch of rules for naming principles, and better sort out the ongoing interaction methods. In a new position paper, Pamparau and Vatavu underlined to the local area a few troubles concerning user experience (UX) and human-computer interface (HCI) in AR and MR settings. Putting together design data for the UX of interactions was one of these issues. For this to happen, there should be an unmistakable order system set up, and the interaction issues should be perceived to test UX. From what we assemble, there are three principal troubles while interfacing with vivid conditions.

To accomplish primary interaction activities, like selection, manipulation, navigation, and system control, humans must first be able to engage with machines in a natural way. Any disruption of the user's focus could lessen the immersive experience, so the interaction technique should be as natural-feeling as feasible. Second, spatial misalignments or dislocations may result from the positional precision limitations of present technology in such hybrid situations. Successfully visualizing an MR environment depends on accurately estimating the end user's position, and coverage-related technical issues arise.

Finally, there should be a semantic context relationship between the relevant realities for interactions to be as "real" as possible. This review presents a characterized portrayal as a feature of a methodology based and interaction-situated chart of the evaluated work, fully intent on breaking down research in HCI for vivid real factors and versatile settings and giving an outline of what has been done so far. The analysis is based on the aforementioned. We introduce a novel technique of categorizing human-computer interaction (HCI) in immersive environments by establishing connections between four different modalities—auditory, visual, haptic, and sensor—and their respective methodologies. This study's primary goal is to provide and arrange the many interaction techniques in a clear, structured classification that offers greater detail and precision regarding the application of modalities, including how, when, and how they are employed. This original characterization model is the result of a strategic examination concerning the most effective way to coordinate the classes with the goal that the methodologies utilized in the reviewed papers would be introduced in a predictable, exact, and more significant way. The examination likewise elaborate an exhaustive investigation of significant exploration.

2. Literature Review

Li and Green (2023) explore the field of spatial computing and look into approaches to improve immersive experiences for human-computer interaction (HCI). The study places a strong emphasis on integrating spatial computing technologies to give consumers access

to a more interactive and engaging environment. The writers examine the possible uses, difficulties, and user experiences of spatial computing to investigate how it affects HCI. This study provides important new insights into how spatial computing is developing and lays the groundwork for understanding how it will influence immersive HCI in the future.

Chen and Smith (2022) With an emphasis on significant advancements, difficulties, and new trends, the article examines how augmented reality technologies are developing and how they fit into HCI. The writers draw attention to how augmented reality is affecting interaction paradigms, user experiences, and interactive system design as a whole. Understanding the current state of augmented reality in HCI and pinpointing areas for further research and innovation is made easier with the help of this review.

Kim & Park's (2024) research focuses on the use of augmented reality and spatial computing in teaching. The study investigates the ways in which these technologies can improve education by establishing immersive and dynamic learning environments. The writers highlight the possible advantages and difficulties of incorporating spatial computing into the teaching and learning process through their discussion of particular use cases and implementations in educational contexts. By offering insights into the revolutionary implications of spatial computing, augmented reality, and education on the learning environment, this research adds to the expanding body of literature on this topic.

Nguyen and Jones (2023) carried out a thorough examination of the design principles of spatial computing interfaces. Their research's use of a case study methodology gave them important insights into the prospects and difficulties of developing successful interfaces. The authors stressed the value of user-centered design and provided developers with useful advice on how to improve the augmented reality navigation user experience.

Wang and colleagues (2023) investigated the potential of augmented reality and spatial computing. The study examined a range of tactics used to improve user satisfaction and interaction. The results showed that adding components of spatial computing improved user engagement. The study advances our knowledge of how to employ spatial computing to provide a more captivating and immersive mobile user experience.

Zhang and Li (2022) conducted a survey investigating the uses of spatial computing and augmented reality in the healthcare sector. The report presented an overview of existing technologies and their impact on medical systems. The authors noted the possible benefits, such as greater surgical precision and enhanced medical training, while also highlighting obstacles and future prospects. This report serves as a helpful resource for understanding the present environment of spatial computing in healthcare.

Garcia and Lee (2024) looked into how players' experiences in augmented reality games are affected by spatial computing. The study investigated the effects of integrating spatial computing features into gaming settings on user satisfaction and immersion. The results demonstrated how spatial computing may be used to provide more realistic and captivating game environments. This study adds to the extending corpus of examination on the connection among diversion and spatial computing, particularly as it connects with augmented reality gaming.

3. Spatial Computing In Xr

Augmented reality (AR), virtual reality (VR), and mixed reality (MR) are all included under the umbrella term "Extended Reality" (XR), which offers users immersive and interactive digital experiences. Our interactions with both the digital and physical worlds have been completely transformed by XR technologies. In order to build an immersive and interactive digital environment that is in line with reality, spatial computing refers to the convergence of many technologies, such as computer vision, AR, MR, VR, and improved sensors. This improves XR and allows for more natural, intuitive, and richer user experiences. Users may view, interact with, and manipulate digital content as if it were physically there thanks to the mapping of virtual objects and digital information onto real-world environments.

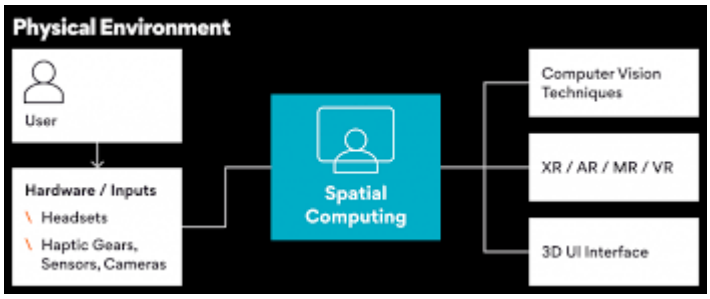

Fig 3: In Xr, Spatial Computing

3.1. Pioneers of HCI

The field of HCI has been strongly impacted by a small group of visionaries who envisioned novel approaches to using computers. They are not to be regarded as lone prophets. Their work was well recognized by other researchers and greatly influenced computer interface techniques used today. Give a useful historical overview of HCI.

3.2. The future of HCI

Worldwide gatherings are more applicable than logical diaries in the quickly developing field of human-computer

interaction. With an acknowledgment level of around 20% and an extremely serious level of selectivity, the ACM CHI Meeting is the biggest and most seasoned gathering in the field. A Best Paper Good Notice Grant, which is conceded to just the top 5% of distributions, was even introduced to one of the investigations.

Three of the papers deal with particular issues related to augmented and virtual reality, including input error, constraint input for sketching, and the possibility of using augmented reality technology to improve 3D printing.

Future spatial computing advances, like VR protective caps and shrewd glasses, presumably won't prevent us from utilizing our cell phones, similarly as the cell phone didn't deliver the PC pointless. Nonetheless, they will offer new open doors and further administrations, on which we are currently working.

The Good Referenced Grant winning review, for instance, took a gander at how to make correspondences among vehicles and weak street users, like the visually impaired, so these specific populaces will likewise be considered in future independent driving systems. The specialists utilized virtual reality (VR) in numerous preliminaries to explore these expected fates.

4. Interacting with Computers

The study of human-computer interaction (HCI) focuses on how people communicate with and use computers. It developed from research on ergonomics (a term used in Europe) and human factors (a phrase used in the United States) with the practical goals of creating more dependable and useable computer systems and the intellectual goal of assessing tasks that people undertake with computers.

Fig 4: Human-computer interaction

The field of human-computer interaction (HCI) has expanded to encompass the cognitive, social, and organizational facets of computer use as computers have become more prevalent in homes and workplaces. HCI can offer methods for simulating human interactions with computers, standards for software development, means to evaluate the usability of various computer systems, and approaches to investigate the impact of integrating new technology into businesses. The history of human-computer interaction (HCI), computer interaction, computer-mediated communication, computer use psychology, models of HCI, computer system design and evaluation, and the organizational and social elements of computer usage are all covered in this chapter.

5. Conclusion

The combination of augmented reality (AR) with spatial computing can completely change human-computer interaction (HCI). While augmented reality (AR) superimposes contextual information on the actual world, spatial computing offers a more organic and immersive user experience by seamlessly fusing the digital and physical worlds. This convergence opens up new opportunities for collaboration and fosters intuitive interactions across a range of sectors, from education and healthcare to navigation. Notwithstanding certain obstacles, such as privacy concerns and technological limitations, the further advancement and assimilation of these technologies present a bright future, revolutionizing our understanding of, interactions with, and utilization of the digital sphere in our everyday existence.

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