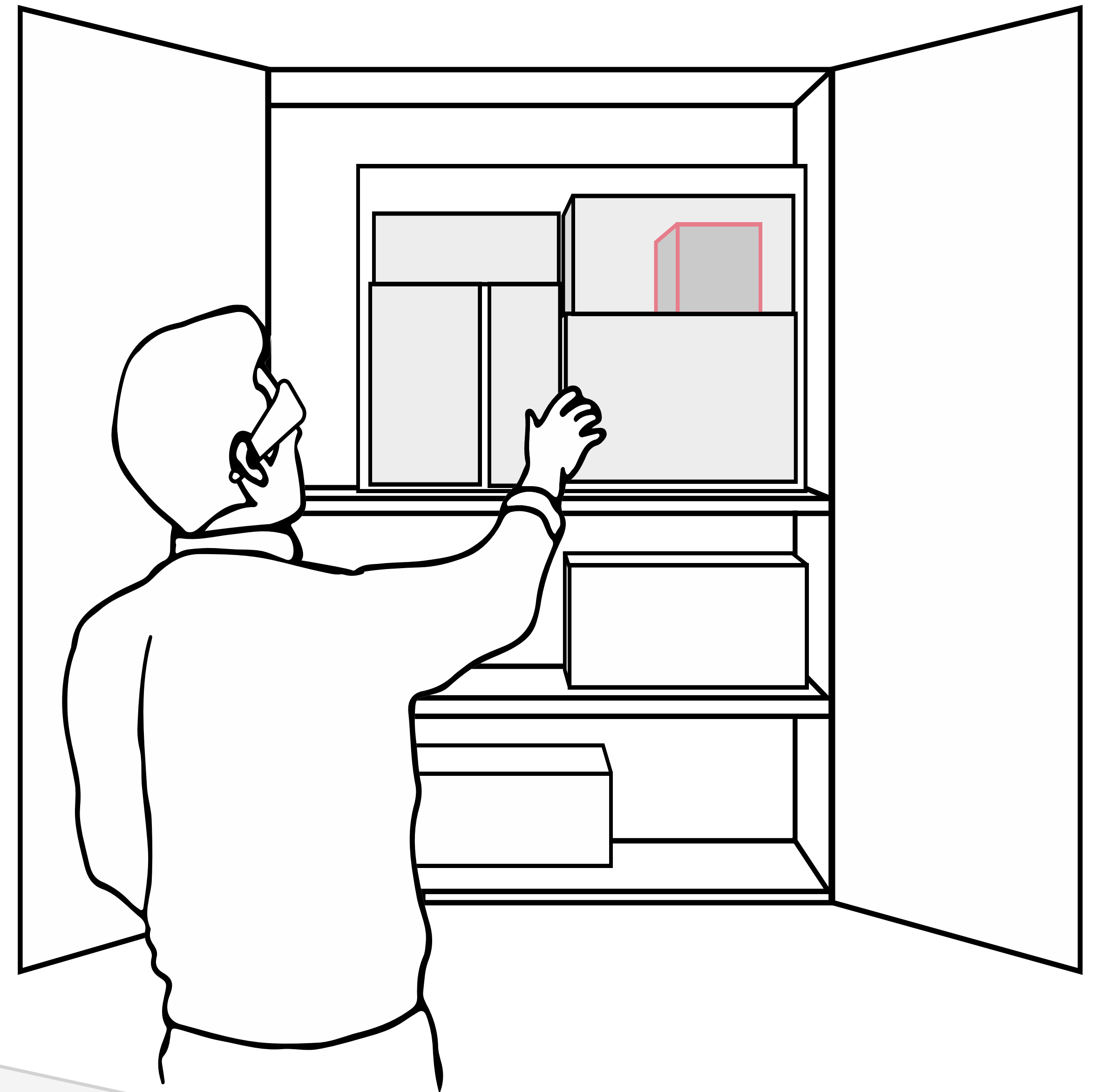


# Presentation Strategies for Micro-Navigation in the Physical World

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Typically, people arrange their belongings in **hierarchical storage structures**, such as cupboards, drawers, and other containers. To help people locate and retrieve an object, we need to present **navigation information** in an efficient way. Motivated by the advancements in AR and localization technologies, we investigate **presentation strategies** in tasks that involve navigating to an object inside a hierarchy of physical containers within the user's reach.

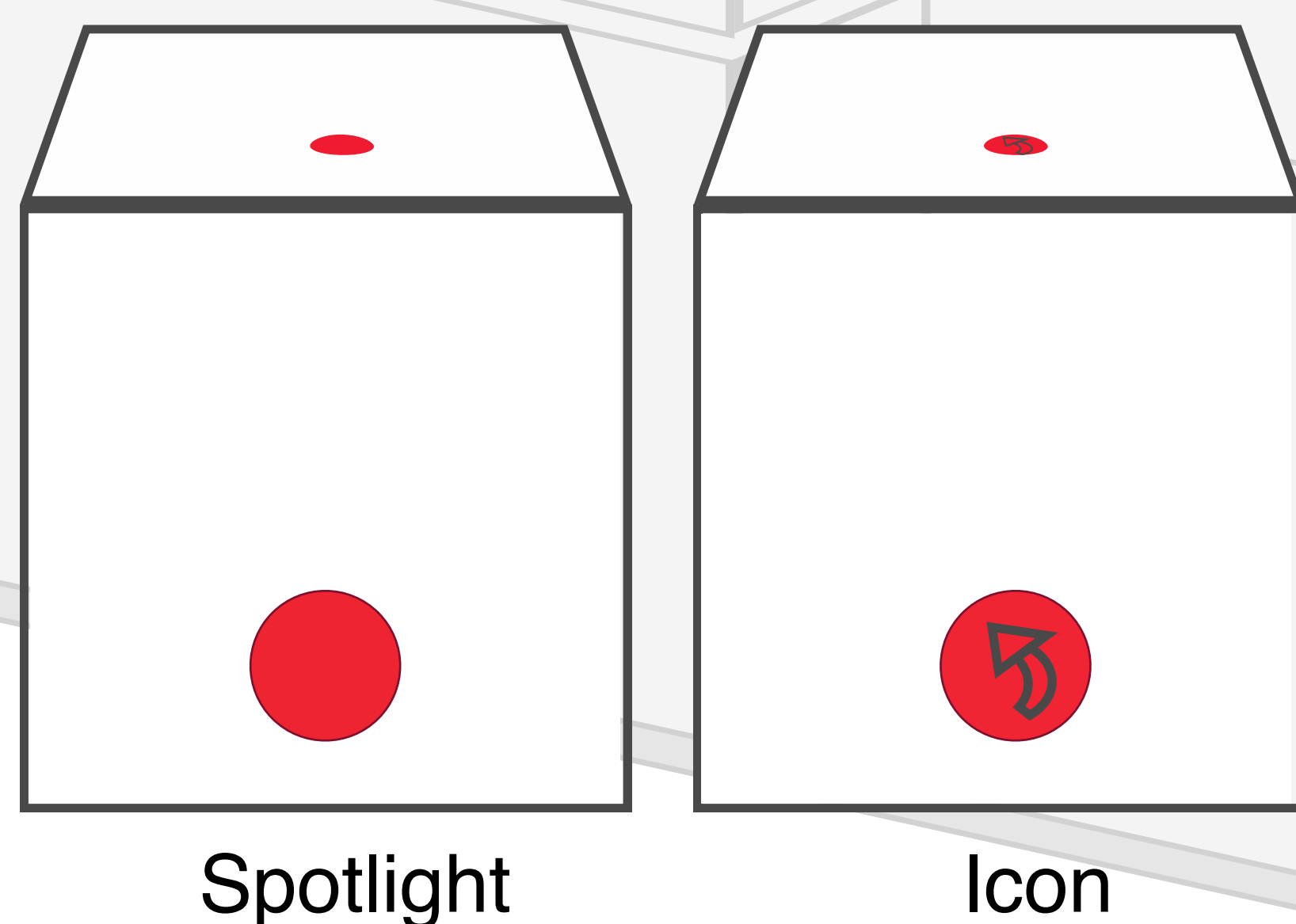


## Presentation Strategies

We consider two types of navigation aids: Those that provide route knowledge via **step-by-step instructions**, using simple graphical overlays, and those that provide survey knowledge via **map-like overviews**, using 3D depth visualizations.

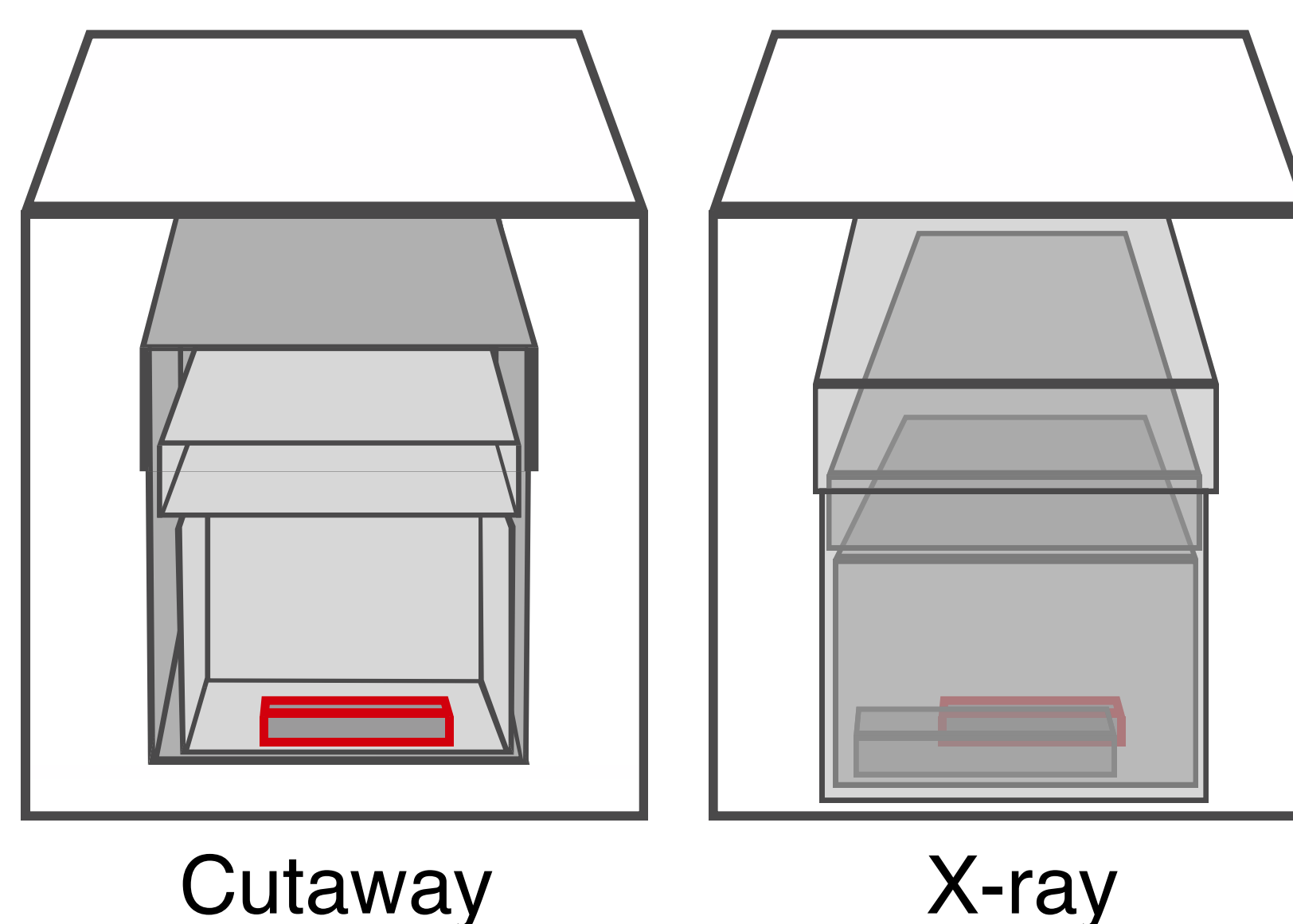
**Route aids** (Spotlight, Icon) cue the absolute location of the target from the user's perspective. Icon instructs whether to open or remove a container to retrieve the target.

- Gradual guidance, reduces stress and anxiety of planning



**Survey aids** (X-ray, Cutaway) show the containers that require interaction from the user to retrieve the target.

- Help plan a route and develop alternative routes



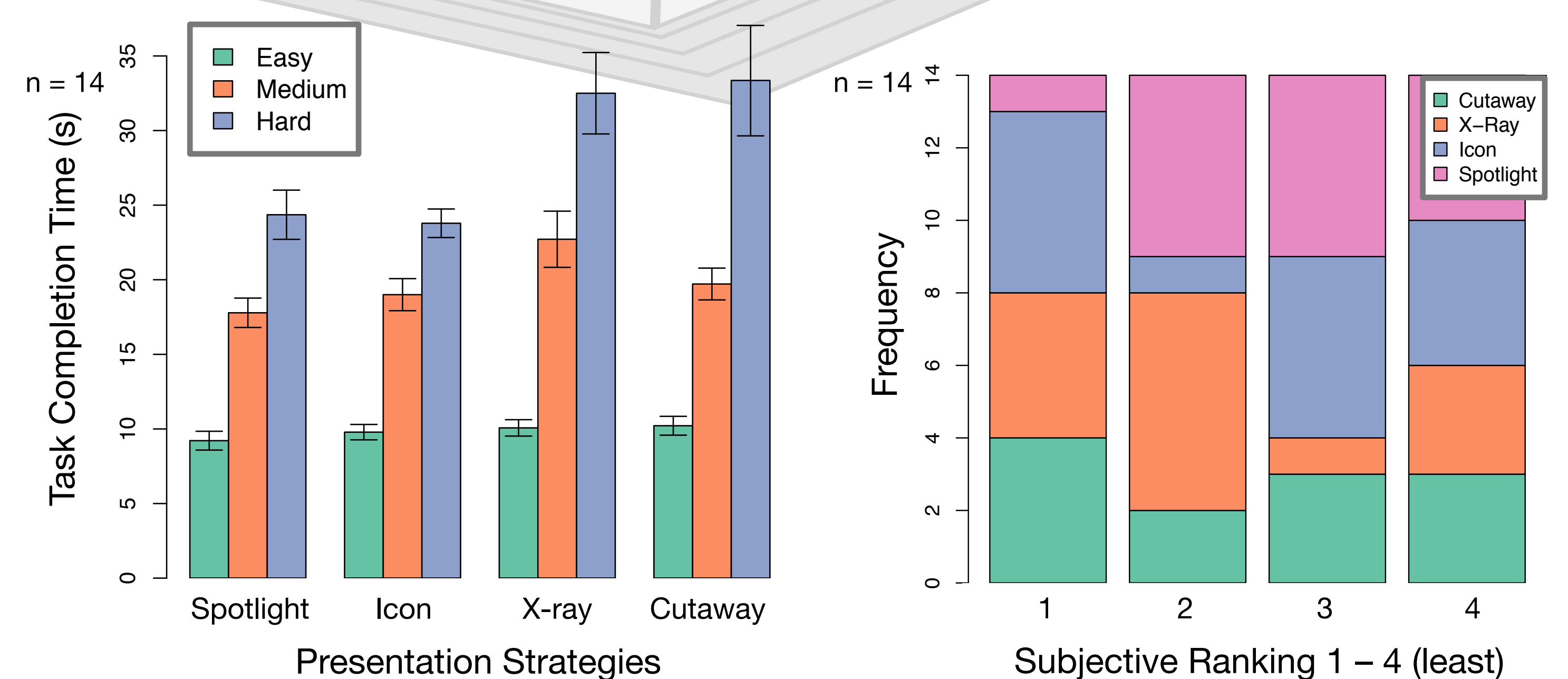
## Experiment

We compared the performance of survey and route aids in terms of task completion time, error rate, and user preference.



## Results

Empirical data shows that users **performance** with route and survey aids is **comparable** in simple hierarchies, but deteriorates for survey aids in complex hierarchies. Users showed **no preference** of one aid over the other (n.s.).



Users found that **route aids** require **less processing time** and effort, and **survey aids** help **understand a container hierarchy**. Further investigations on more complex tasks in different contexts (e.g., warehouse) could reveal the value of each aid.

