Breaking Drupal out of the box with augmented reality and beacons

Herzlich Willkommen!

Chris Hamper is a lifelong computer nerd and Acquia Certified Developer with experience contributing to Drupal core and contributed modules. He is currently working as an Acquia Labs Engineer, exploring emerging technologies such as Conversational Uls, Machine Learning, and Augmented/Virtual Reality, and how they can be combined with Drupal to create useful and cool new things.

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Herzlich Willkommen!

Preston So has been a web developer and designer since 2001, a creative professional since 2004, and a Drupal developer since 2007. As Director of Research and Innovation at Acquia, Preston leads new open-source and research initiatives and helms Acquia Labs, the innovation lab featured in international press.

Previously, Preston contributed to the Spark initiative in the Drupal project, co-founded the Southern Colorado Drupal User Group (est. 2008), and operated an award-winning freelance web and print design studio. Preston has presented keynotes at conferences on three continents in multiple languages.

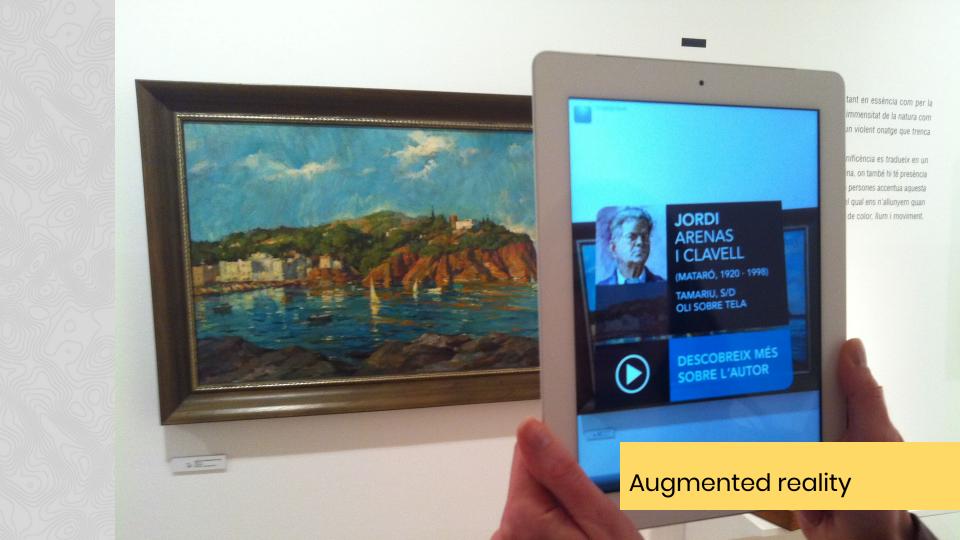
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What we'll cover

- From a page-driven mentality to a geospatial mentality
- The case for augmented reality with beacons
- Augmented reality and content management
- AR-driven content with Drupal
- Demo: Augmented reality and Drupal at the grocery store
- Connecting beacons with Drupal
- Demo: Beacons and Drupal at the airport
- Epilogue: Contextualizing content in a decontextualized world

From a page-driven mentality to a geospatial mentality

Content is increasingly needed everywhere



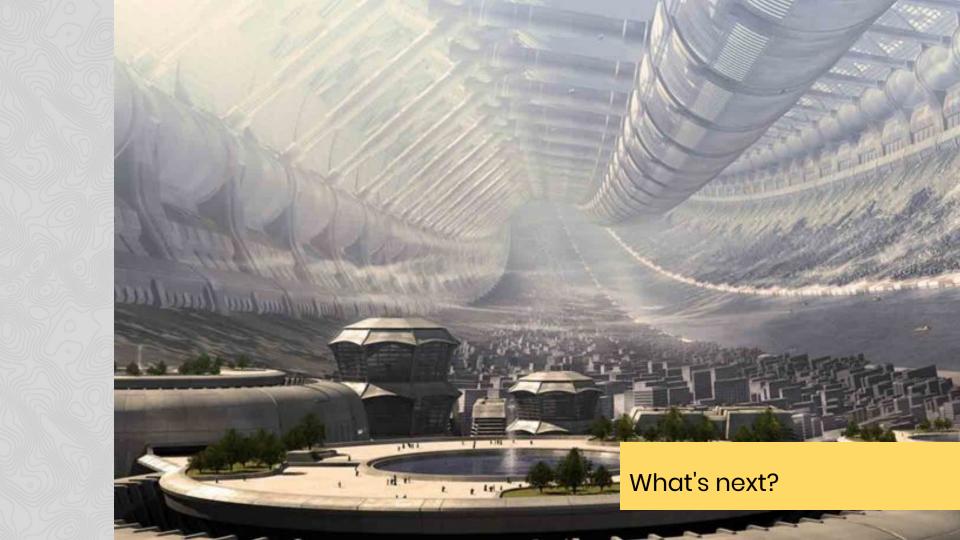
Augmented reality

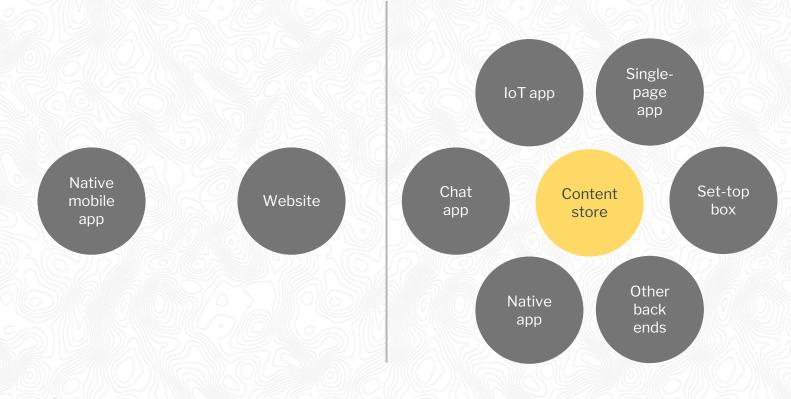
- Flexible design; but content is situational
- Limited text superimposed situationally
- Images superimposed situationally
- Multimedia superimposed situationally
- Interactions via gestures and motion (content proprioception)



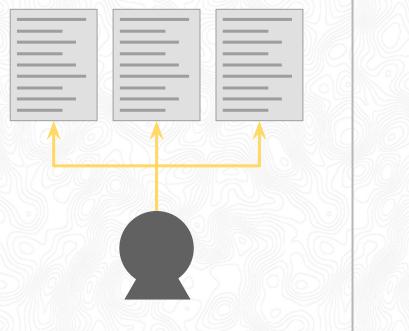
Beacon technology

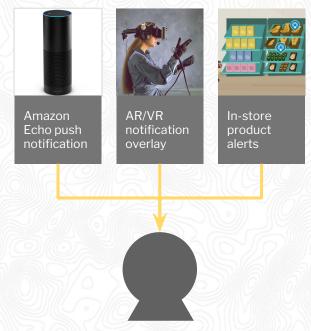
- Provides fine-grained geospatial context and localization
- Beacons enable bidirectional interaction
- Notifications provide opportunity for user to interact with additional mobile content



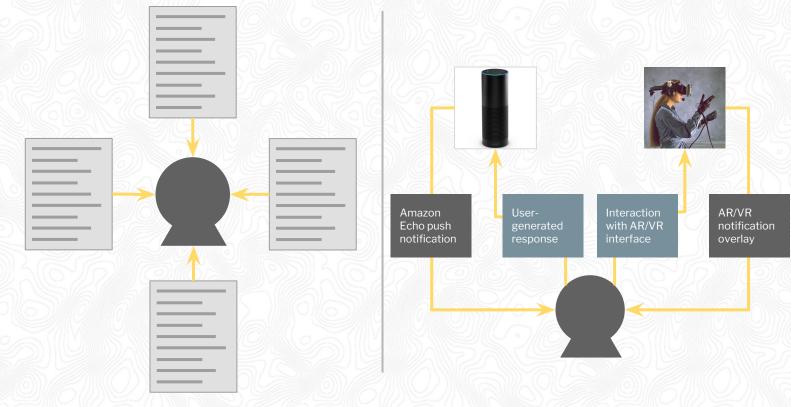


We're moving from standalone digital experiences to entire digital ecosystems.





We're moving from pull-based to push-based content delivery.



We're moving from consumption of content to interaction with content.

Our page-driven mentality is no longer relevant



Most of the web remains page-based

Title

Lorem ipsum dolor sit a

Body

Consectetur adipiscing elit lorem ipsum dolor sit amet.

Lorem ipsum dolor sit a

Consectetur adipiscing elit lorem ipsum dolor sit amet.

Read more

As a result, our ideas of content editing are page-based



But we need to move to a geospatial mentality

Proximity marketing is gaining traction in IoT

Emerging trends point to transparently immersive experiences

Content needs to be geospatial, physical, situational

As a result, content is decontextualized

2

The case for augmented reality with beacons

Beacons are here to stay

- According to a <u>report</u> by ABI Research in 2015, shipments of BLE beacons will break 400 million by 2020.
- Target, Walmart, and Macy's (big-box store chains in the U.S.) have <u>introduced</u> beacon technology to their sales floors.
- Marriott has <u>placed</u> beacons at 14 hotel locations to send promotional messages about hotel spas, bars, and restaurants.

Where are beacons found?

- Airports
- Big-box stores (sales notifications)
- Hotels (seamless mobile check-in)
- Museums
- Restaurants



Augmented reality is here to stay

- Forrester in 2016: "Companies will continue to experiment with AR and VR, setting the foundation for larger implementations in 2018 and 2019."
- Augmented reality was the subject of a U.S.
 Senate Committee on Commerce, Science, and Transportation <u>hearing</u> in November 2016.

Situational content

- There are already cases of content such as museum exhibit information being displayed as augmented reality overlays.
- But locational or situational content is increasingly a buzzword as the intersection of beacons and augmented reality becomes clearer.

Situational content

- Rather than simply showing additional information as an overlay when the user finds the right place to point their smartphone (an active or explicit interaction)...
- ... it makes more sense to use beacons to have a
 passive or implicit interaction with what's in view
 directly to the user and facilitate richer
 bidirectional interaction (and gathering of data).

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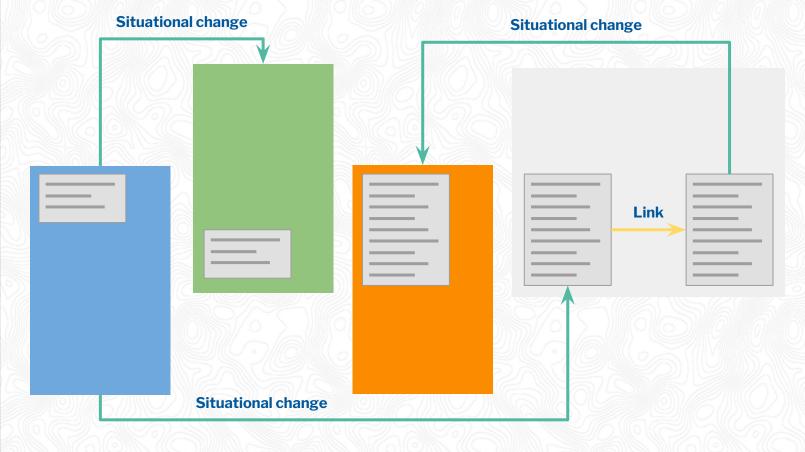
Augmented reality and content management



Augmented reality "CMSes" like Layar are appearing



We can no longer think of content as pages



We can think of them as experiential overlays



Toni's Freilandeier

\$2.49

Most recent review by criz: 5 out of 5 These are great!



Manner Wafer Cookies

\$1.99

Most recent review by dasjo: 5 out of 5 Delicious!

Content undergoes decontextualization in AR



Questions to consider

- How should you manage content in a decontextualized way for augmented reality and beacons?
- How does situational content management differ from web-based content management?
- When content is no longer on a page but in the physical world, how can you organize it in a sane way?

4

AR-driven content with Drupal

AR use case

- Smartphone app uses built-in camera
- Recognize "targets" by their appearance
- Drupal site contains content related to targets
- Display scene on smartphone as captured by camera, with information overlaid

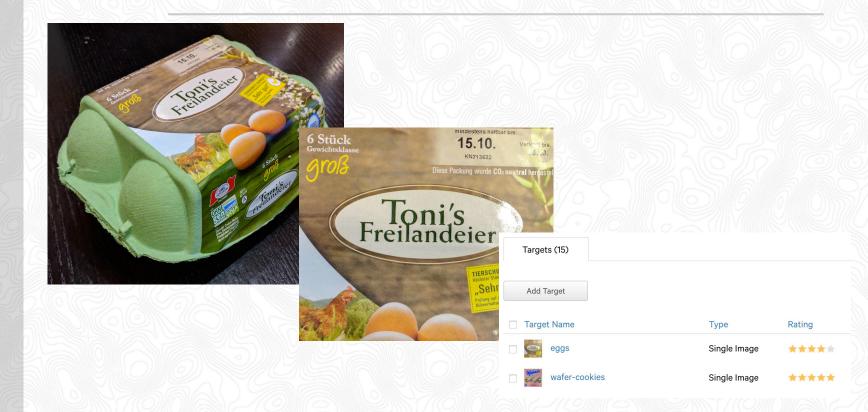
Requirements and dependencies

- Custom smartphone app
- AR Library
 - Vuforia
 - Many others: ARToolkit (Open source), EasyAR, Kudan
- Smartphone API Libraries
 - o moshi-jsonapi
 - retrofit
- Drupal application with related content and API

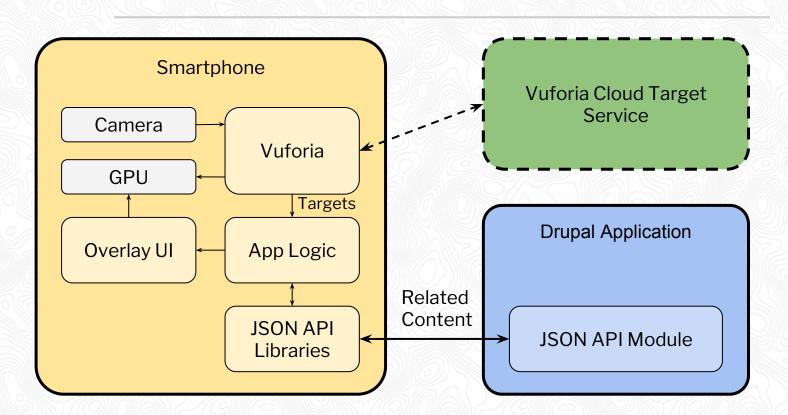
How it works

- Vuforia library processes video, identifies pre-configured targets (on-device or cloud)
 - o Displays video on screen, optional 3D model overlaid
- Each pre-configured target has a unique ID
- Query Drupal API for that target's ID
- Get related content back, and display on overlay UI

AR targets



A typical architecture



Challenges and risks

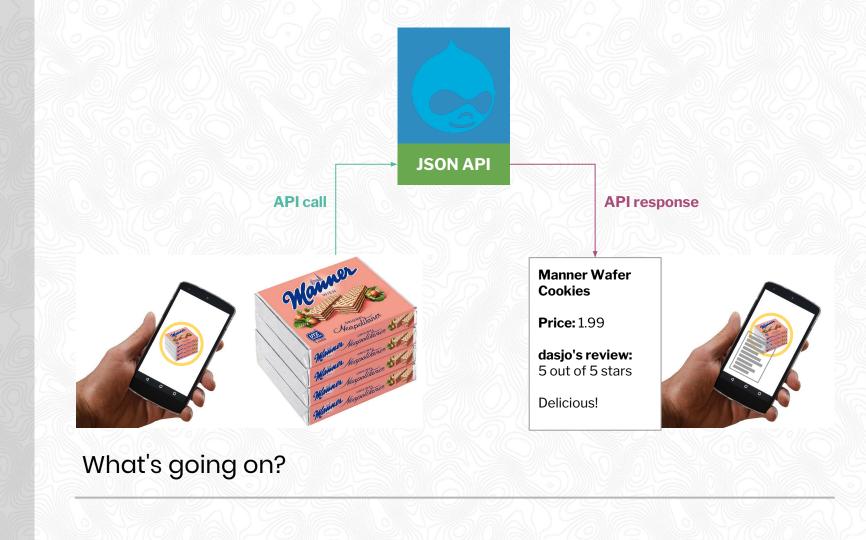
- Getting good target images
 - Rectangular
 - Transparency, reflections, glossiness cause problems
- Scene must be reasonably well-lit
- Writing and maintaining app(s)
- May need understanding of 3D graphics math
- May need to pay for AR library

Rewards

- Really cool!
- Immerse the user in your data

5

Demo Augmented reality and Drupal at the grocery store



Live demo: Augmented reality

Demo video: Augmented reality

6

Connecting beaconswith Drupal

Approaches to using beacons

- Physical Web (Google "Nearby")
- Custom Mobile App

Physical Web

- Notification displayed on user's phone with a URL and page title
- User taps on notification to visit the URL in a web browser

Physical Web requirements

- BLE beacon that supports Eddystone, iBeacon, AltBeacon
- Web page URL to point to
- Physical Web client installed and enabled
 - "Nearby" enabled (Android)
 - Chrome app installed and notifications enabled (iPhone)
 - Other 3rd-party apps available

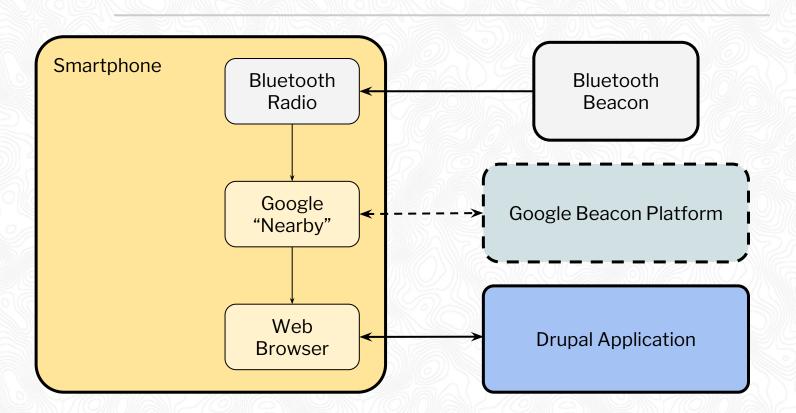
Physical Web: Eddystone-URL

- Beacon must support Eddystone-URL packet
- URL programmed directly into beacon
- URL can only be about 17 characters long (excluding protocol)
 - Use a URL shortener—<u>tiny.cc</u> and <u>bit.do</u> allow you to change the redirect URL

Physical Web: Eddystone-UID/iBeacon/AltBeacon

- URL lookup via Google Beacon Platform
- URL can be practically any length
- Must register the beacon, and then assign a URL
- URL can be changed via Google Beacon Platform

Physical Web architecture



Physical Web challenges

- Programing URL into beacon (Eddystone-URL)
 - Method depends on manufacturer's toolset
- Registering beacon with Google Beacon Platform (Eddystone-UID/iBeacon/AltBeacon)

Physical Web risks and limitations

- URL length limit (Eddystone-URL)
- URL required to be HTTPS for some Physical Web clients
- Users must have Physical Web features enabled on their smartphone

Physical Web risks and limitations (cont'd)

- User must be actively using their phone and notice the notification
- Control over the interaction is limited

Physical Web benefits

- No smartphone development necessary
- No app installation required*

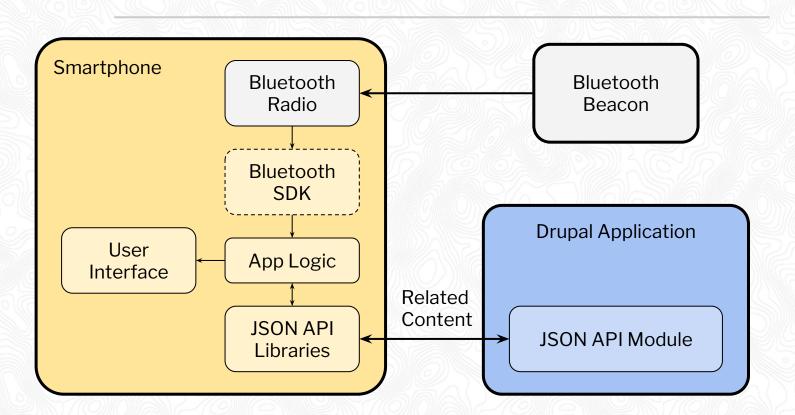
Custom smartphone app

- Native mobile app detects a BLE beacon via its unique ID
- App fetches content from Drupal using JSON API, core REST, or GraphQL

Custom app requirements

- Practically any BLE beacon
- Drupal site to serve content via API
 - JSON API
- Smartphone app
 - Supporting libraries for API
 - moshi-jsonapi
 - retrofit

Custom app architecture



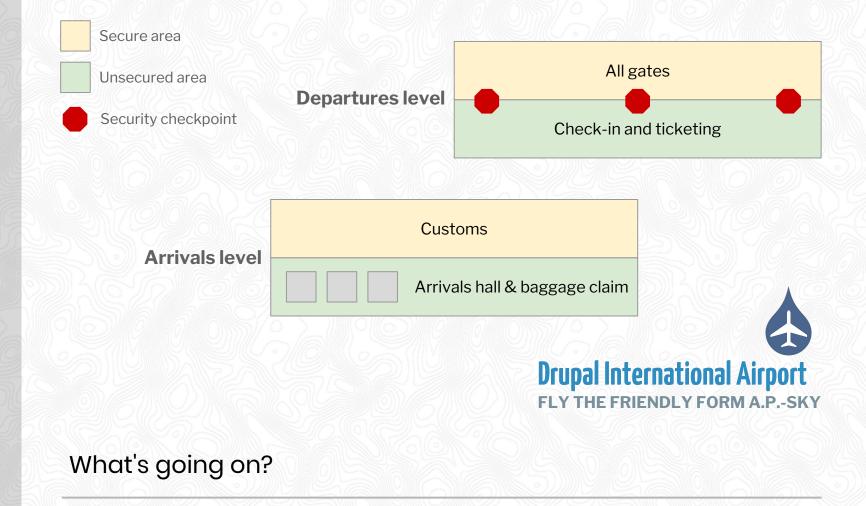
Custom app challenges

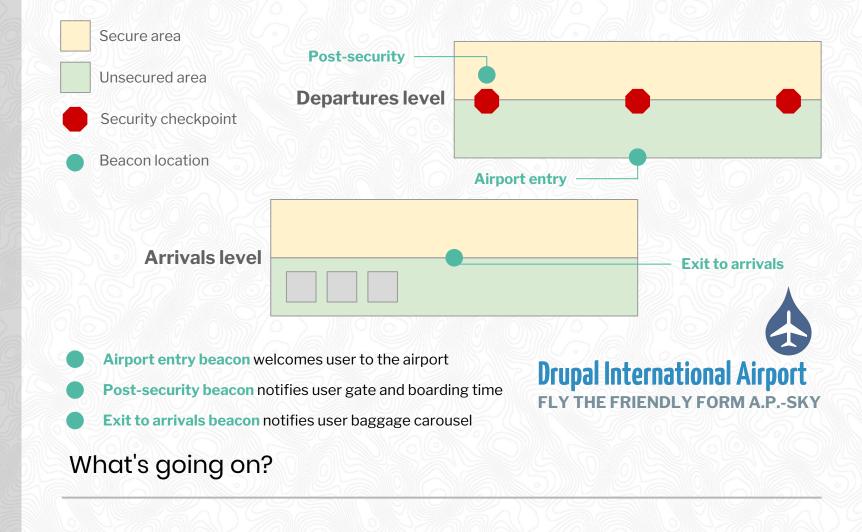
- Writing and maintaining the app(s)
 - Cross-platform (hybrid) app could be created using frameworks—such as lonic—which have APIs for BLE
- Convincing users to install the app
- Serving related content via the API

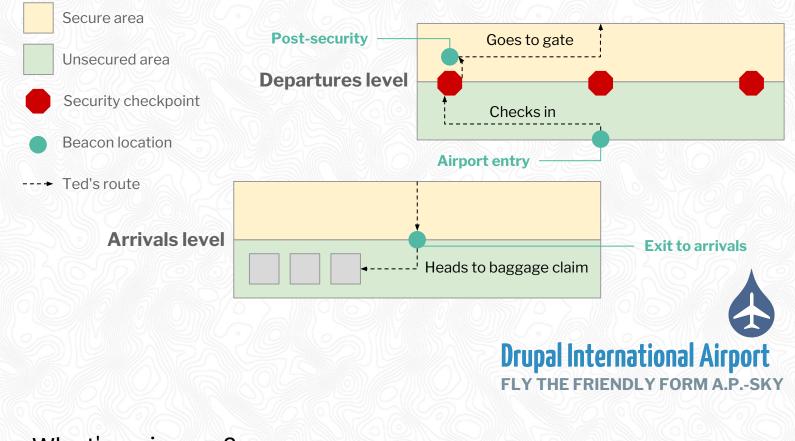
Custom app benefits

Full control over the user experience

Demo Beacons and Drupal at the airport







What's going on?

Demo video: Beacons

8

Epilogue Contextualizing content in a decontextualized world

Content increasingly has no context, but CMSes contextualize by design

How can Drupal administer content for augmented reality?

Just as we administer context, can we administer physical context?

Is our new blank canvas a world map, not a blank web page?

Food for thought

- What would a user experience for augmented reality-driven content look like?
- Can we orchestrate across both beacons and augmented reality?
- How can Drupal (and you) prepare for augmented reality and beacons? And you?
- Should Drupal only be used for AR and beacons if it's part of a larger experience ecosystem?

More decoupled Drupal at Vienna

Decoupled site building: Drupal's next challenge
 Thu, 28 Sep — 10:45-11:45 — Strauss

Join us for contribution sprint

Mentored Core Sprint

Fri, 29 Sep — 09:00–18:00 — Stolz 2

First-time Sprinter Workshop

Fri, 29 Sep — 09:00–12:00 — Lehar 1, Lehar 2

General Sprint

Fri, 29 Sep — 09:00–18:00 — Mall

#drupalsprints

What did you think?

- Evaluate this session
 events.drupal.org/vienna2017/sessions/breaking drupal-out-box-ar-and-beacons
- Take the survey! surveymonkey.com/r/drupalconvienna

Vielen Dank! • Thank you!

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