

# Understanding Augmented Reality

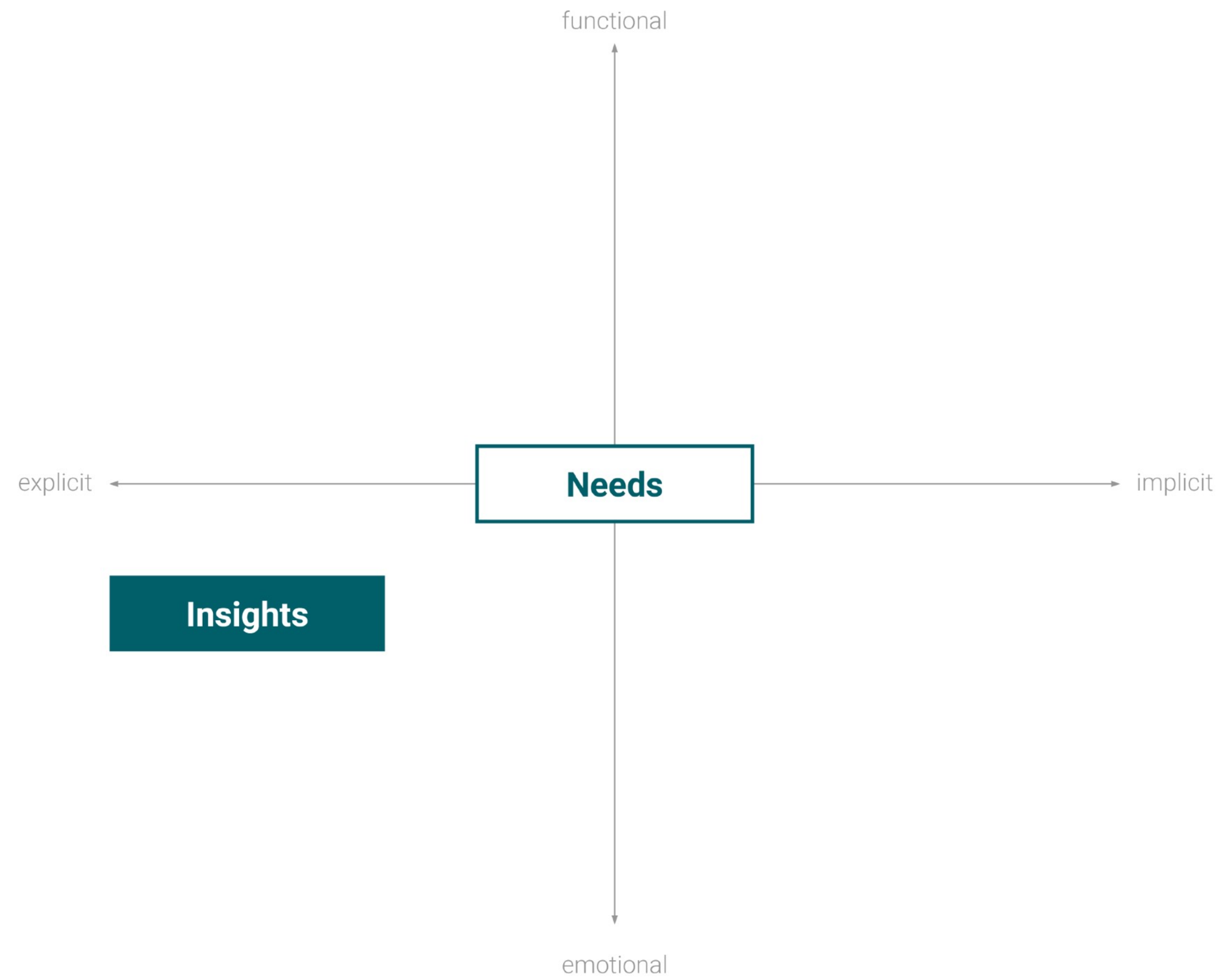
~~Understanding Augmented Reality~~  
Understanding Customer Support





## Needs & Insights

2 different ways of communicating data about people.



## Our Stakeholders



**Corti Steve**  
Gesamtprojektleiter  
Gilgen Logistics

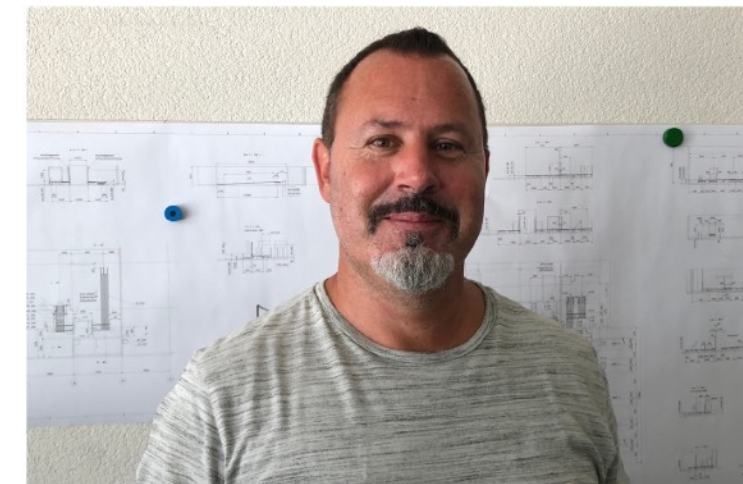


**Jüre**  
Monteur  
Gilgen Logistics

## Who we interviewed.



**Daniel Fricker**  
Leiter Engineering Mechanik  
Gilgen Logistics



**René Ringgenberg**  
System Engineer Projects  
Gilgen Logistics



**Christophe Schindler**  
Teamleiter Hardwareplanung  
Gilgen Logistics



**Martin Bace**  
Customer Support Manager CH  
Loepfe



**Sudheesh**  
Customer Support Manager India  
Loepfe

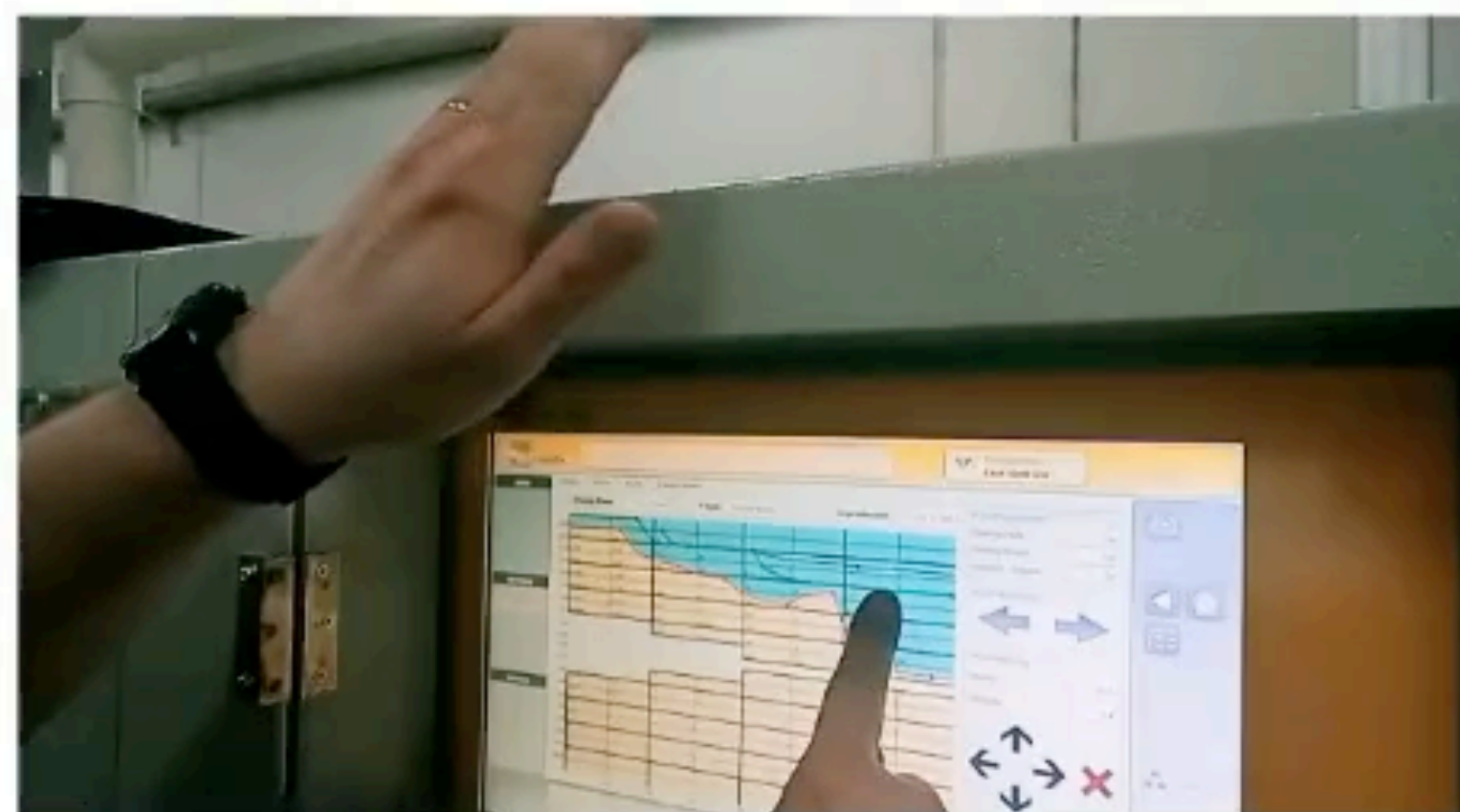


**Erol Karakas**  
Customer Support Manager Turkey  
Loepfe



Umair

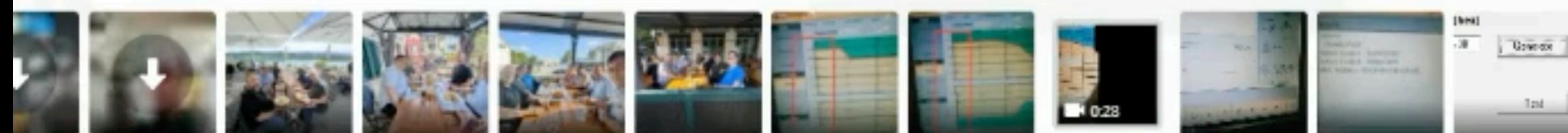
1/07/2022 at 12:21 pm



For Japanese friends 🙄



Martin Bače



“

...I want to be able to see what the mechanic sees and control his fingers.



Erol Karakas  
Customer Support Manager Turkey  
Loepfe

“

...It has to be as easy and intuitive as an iPhone.



Corti Steve  
Gesamtprojektleiter  
Gilgen Logistics

“

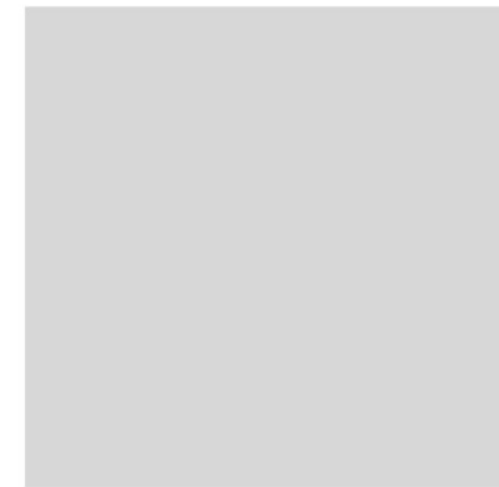
Some service partners are bothering us every day. They want to have everything confirmed.



Martin Bace  
Customer Support Manager CH  
Loepfe

## Archetypes

### Research uncovered three user types

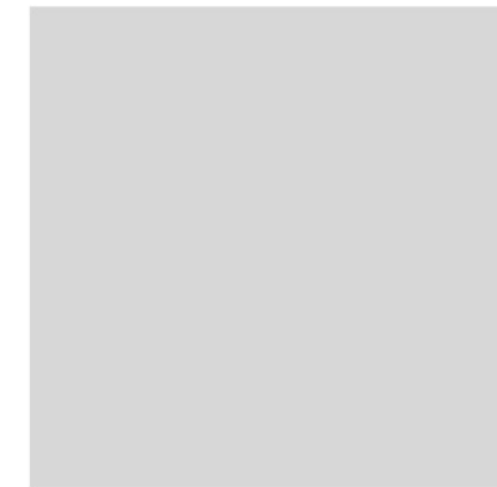


#### The Frontliner

Under pressure to solve problems on site quickly.

Uses the most convenient and quickest way to get information.

Just wants to solve the problem now.



#### The Expert

Guides customers to solve problems remotely or on site.

Aims to educate the customer on how to avoid errors or solve them independently.

Maintains the relationship with service partners through trainings, support and regular visits.



#### The Manager

Needs to keep an overview over multiple projects and teams.

Aims for team members to be self sufficient and independent.

Is rarely on site and delegates work.

Almer

Aha!

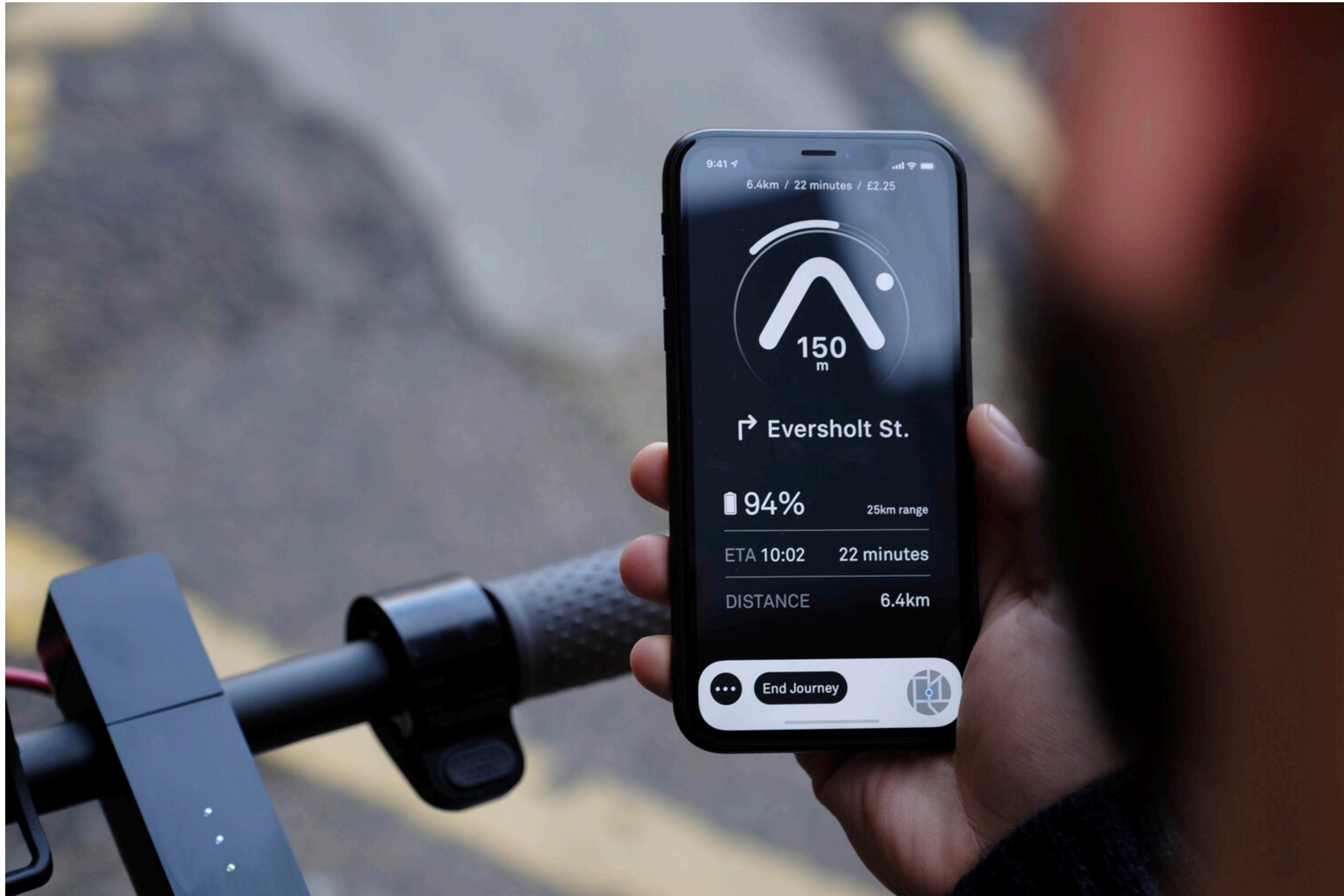
Often what our customers need doesn't actually fit the mold of what we imagine. Instead of forcing people to change their behaviours to fit our solution, we should tailor our solution to fit their real needs.

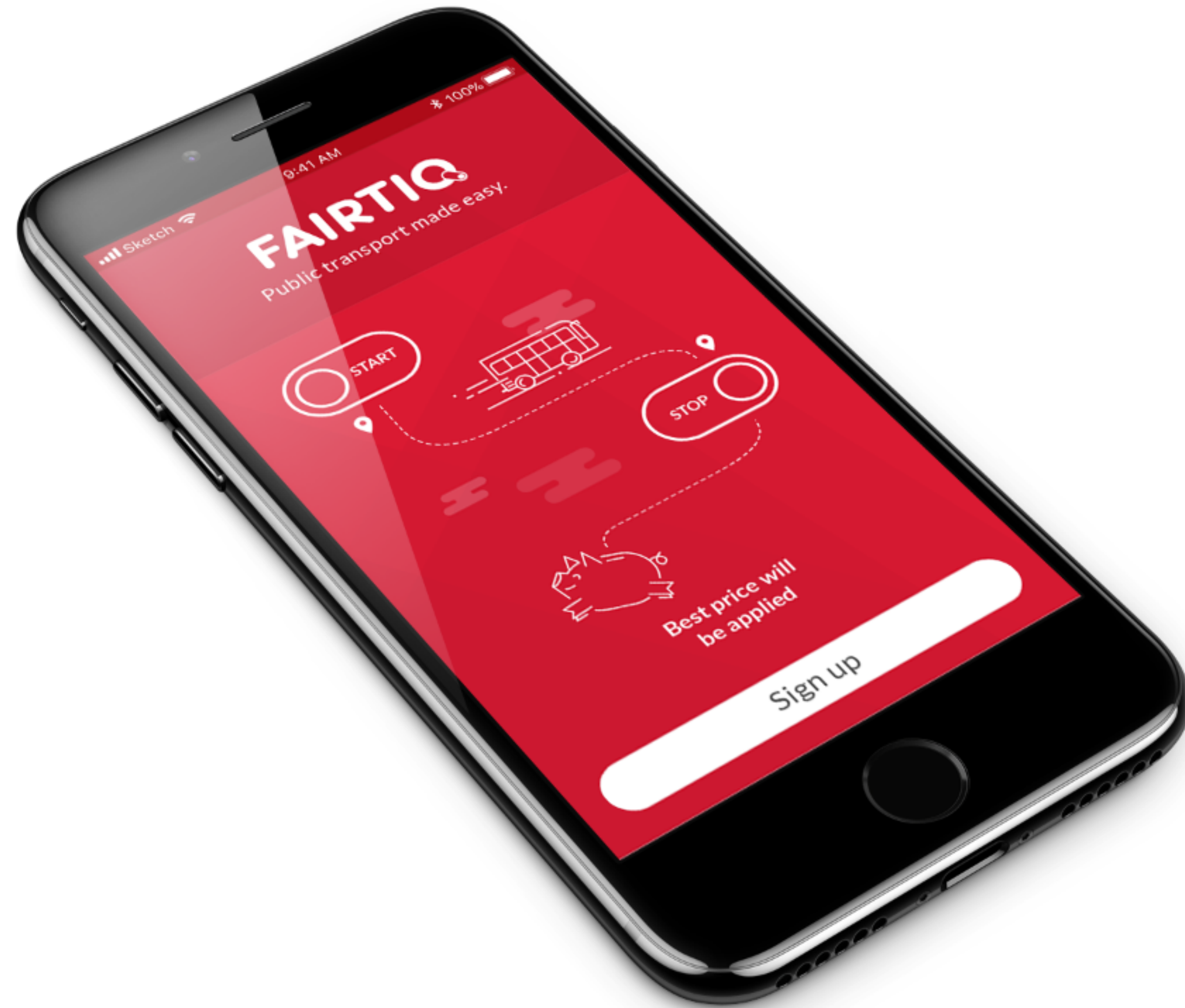


**Examples**

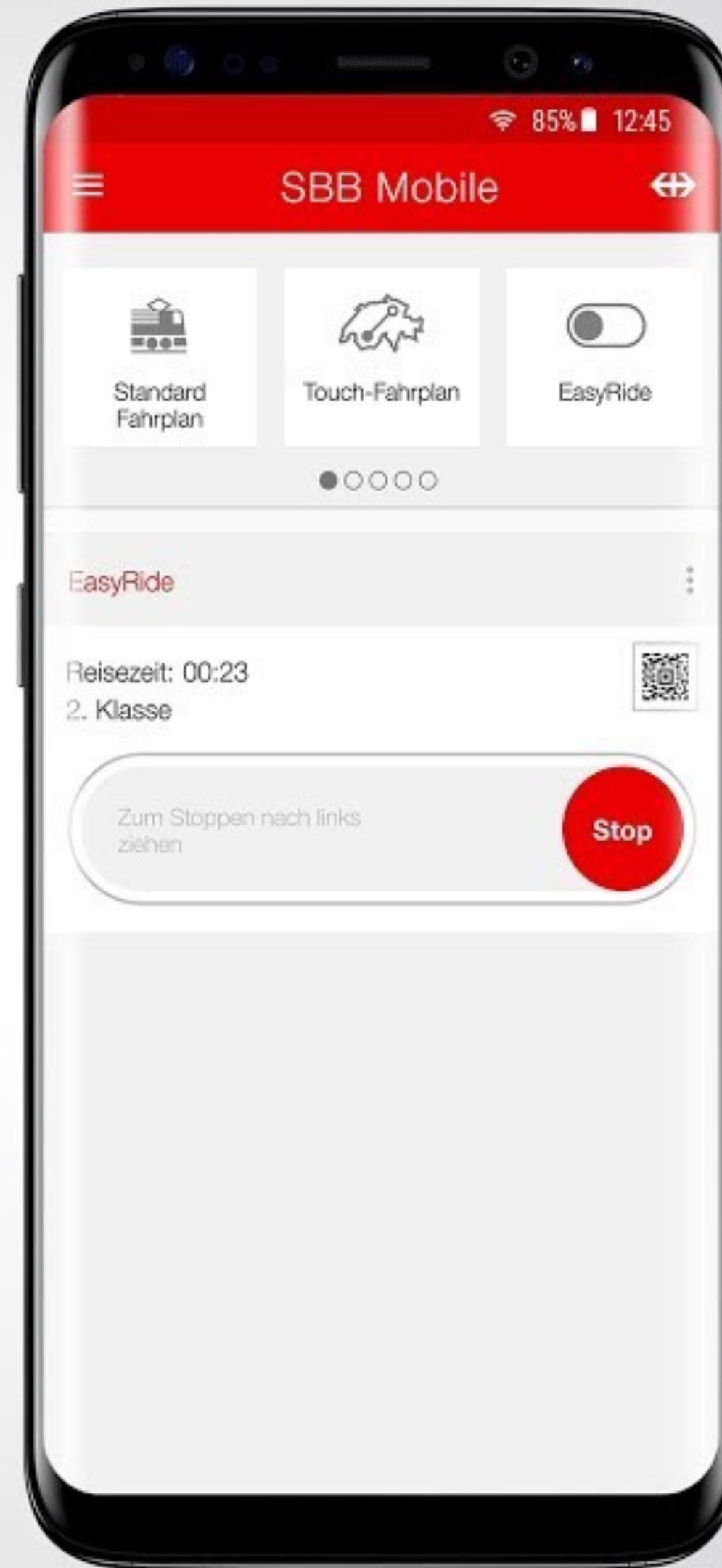




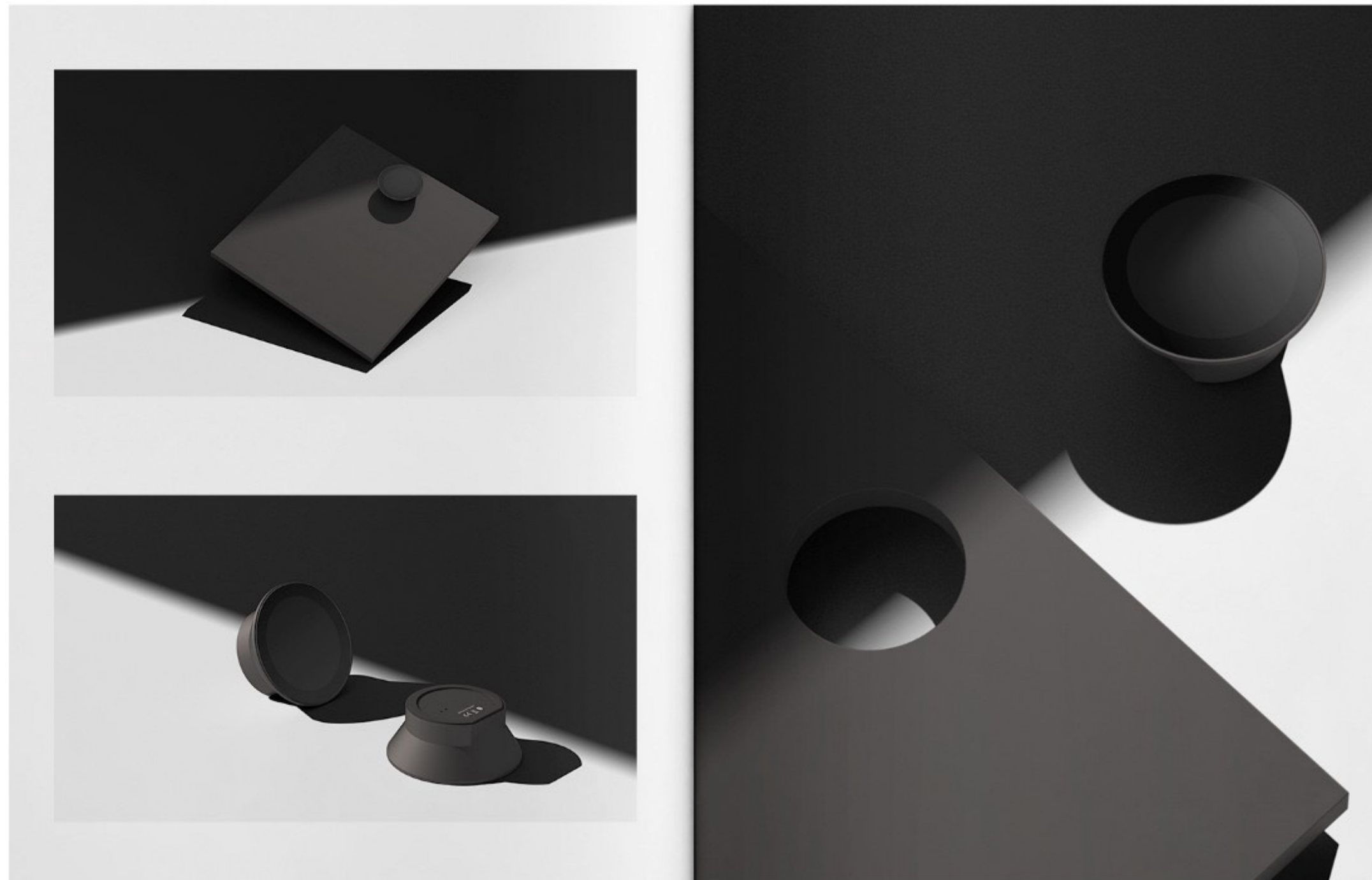




EasyRide:  
Mehr Freiheit  
geht nicht.











**Links**

### **VRcompare**

Large VR & AR Headset Database

<https://vr-compare.com/>

### **Karl Guttag**

Technical in-depth analysis of display devices and systems

<https://kguttag.com/>

### **NY Times R&D**

Exploring The Future of Journalism for Mixed Reality Headsets

<https://rd.nytimes.com/projects/exploring-the-future-of-journalism-for-mixed-reality-headsets>