Pervasive Visualization in Augmented Reality for Software Monitoring

Bachelor Thesis by Mario Hess
Supervised by Leonel Merino
Motivation

• Developing a software entails many design decisions

• Impact on performance is hard to predict

• Developers reluctant to give up screen space
Pipeline

Monitored Software

Pharo Profiler

Webserver

Unity Application

HoloLens

HTTP

HTTP

HTTP
Overview
Overview - City
Overview - Chart
Demo Scenario
Demo Scenario
Difficulties & Shortcomings

• Scalability
Difficulties & Shortcomings

• Navigation
Difficulties & Shortcomings

• Selection
Future Work

• Evaluation

• More ways to interact

• Reduce elements in visualization

• Other visualization techniques
Summary

Motivation

• Developing a software entails many design decisions
• Impact on performance is hard to predict
• Developers reluctant to give up screen space

Overview

Demo Scenario

Difficulties & Shortcomings

• Navigation