UNIVERSITÄT BERN

Pervasive Visualization in Augmented Reality for Software Monitoring

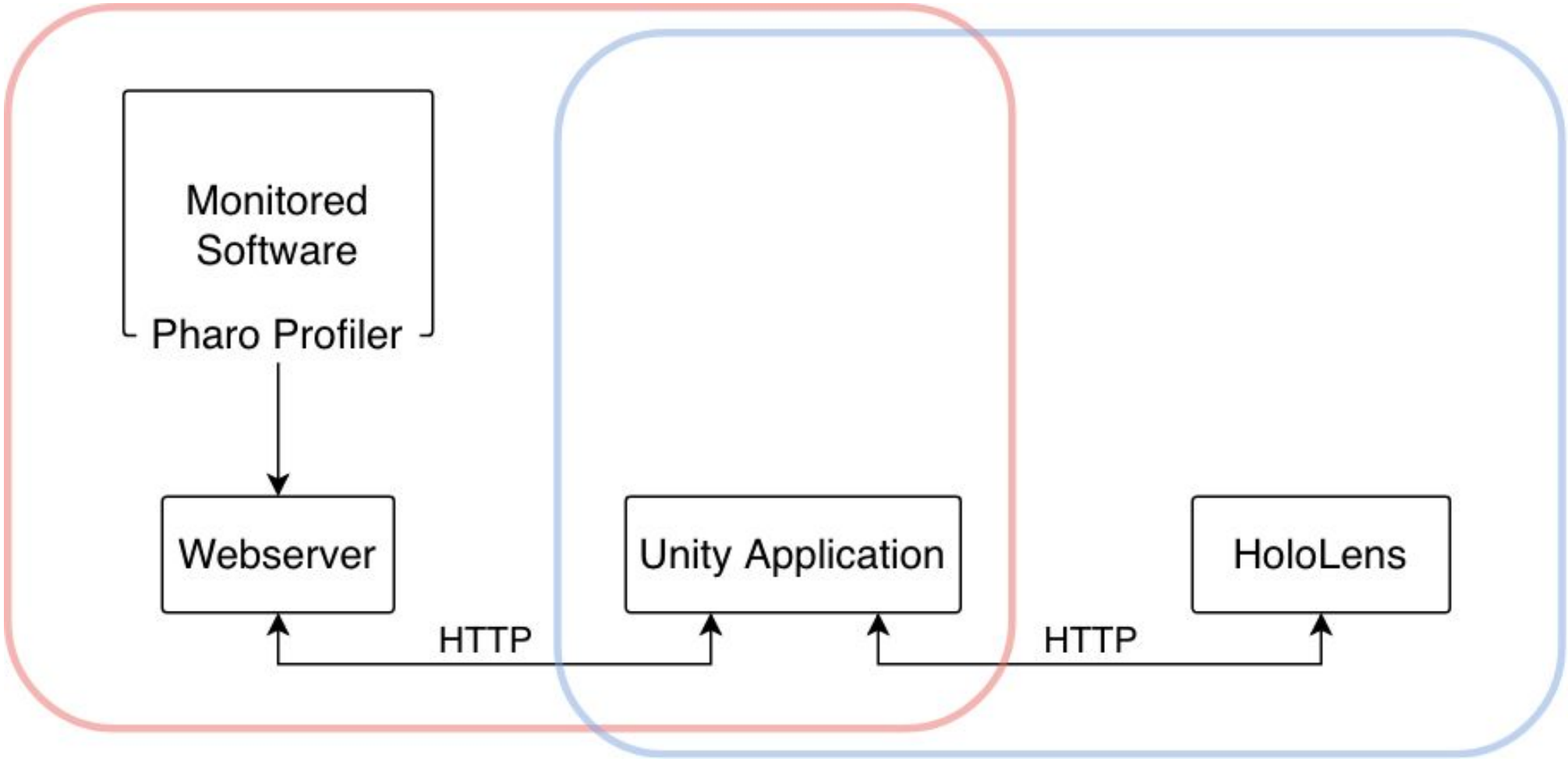
Bachelor Thesis by Mario Hess

Supervised by Leonel Merino

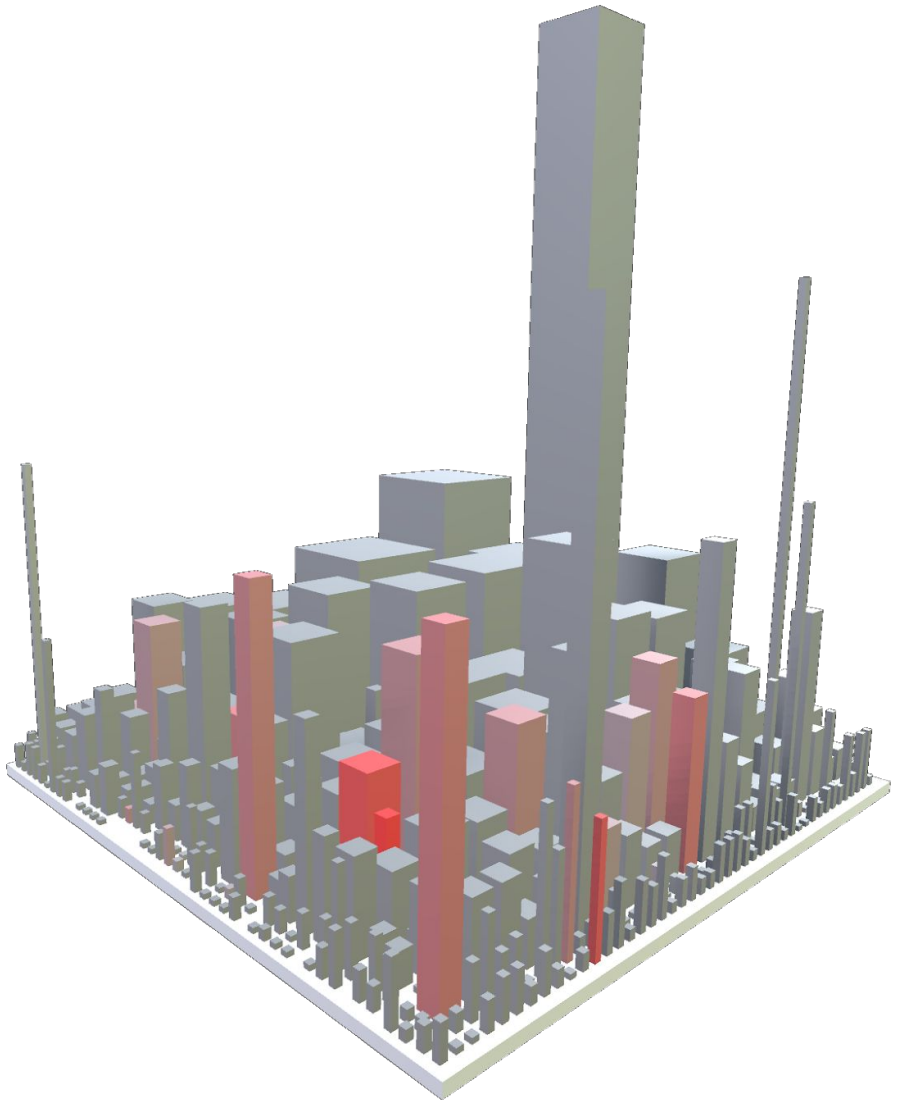
Motivation

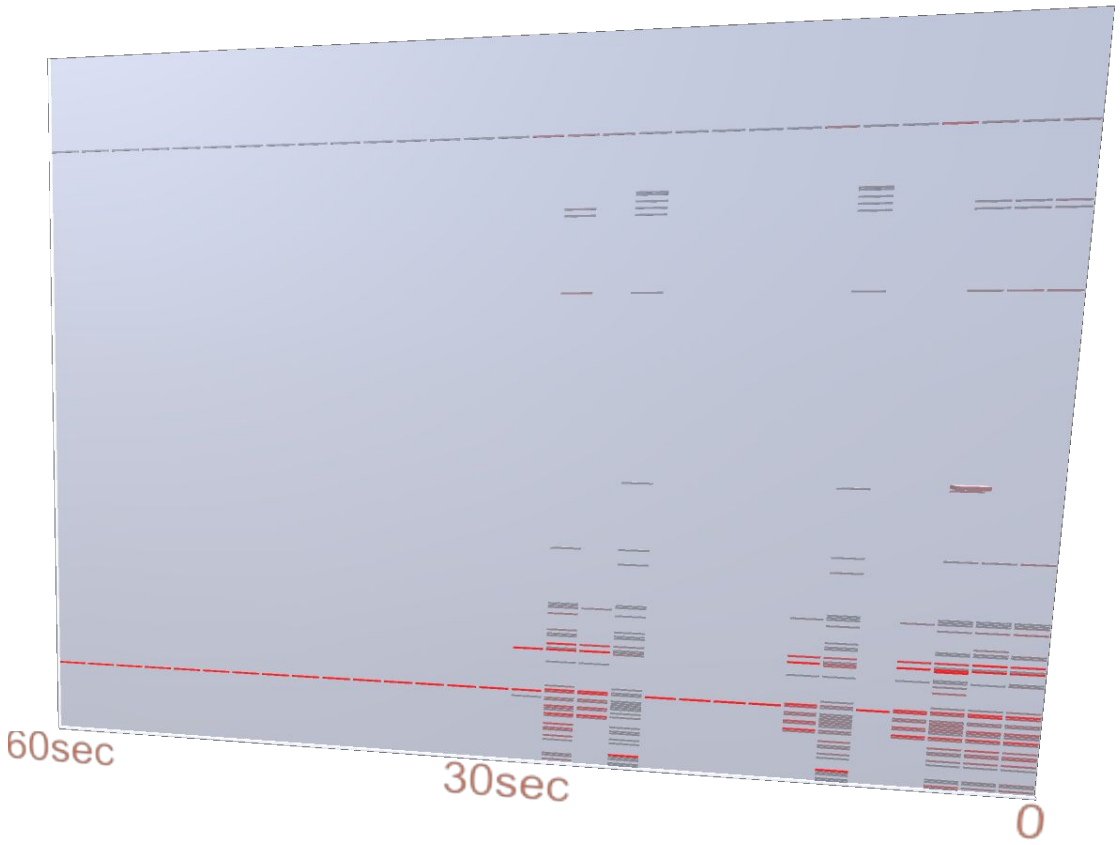
- Developing a software entails many design decisions
- Impact on performance is hard to predict
- Developers reluctant to give up screen space

Pipeline

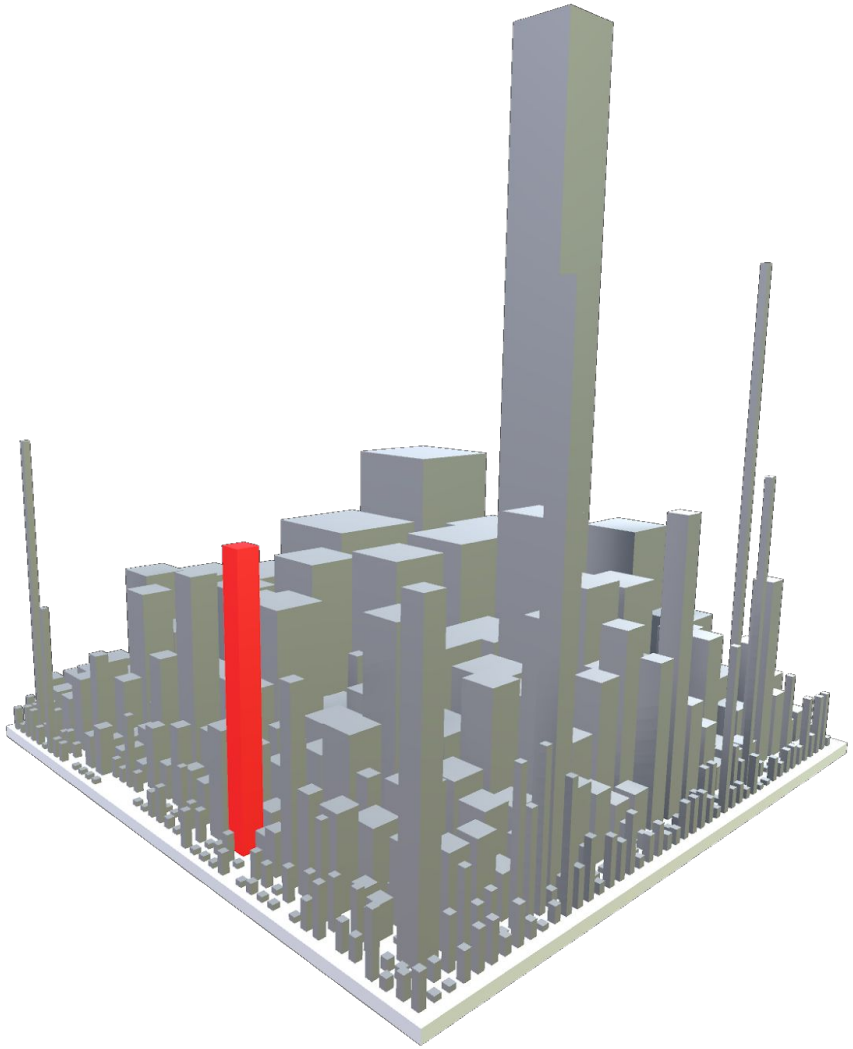

Monitored Software
Pharo Profiler
Webserver
Unity Application
HoloLens
HTTP
HTTP

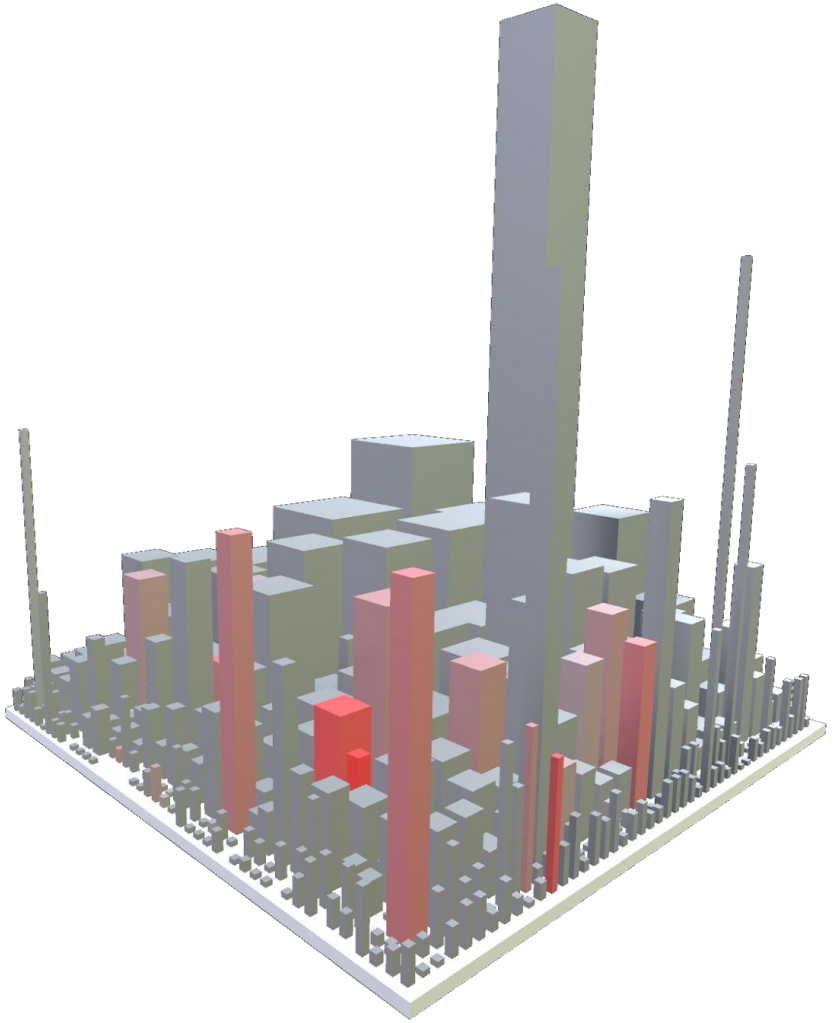
Overview



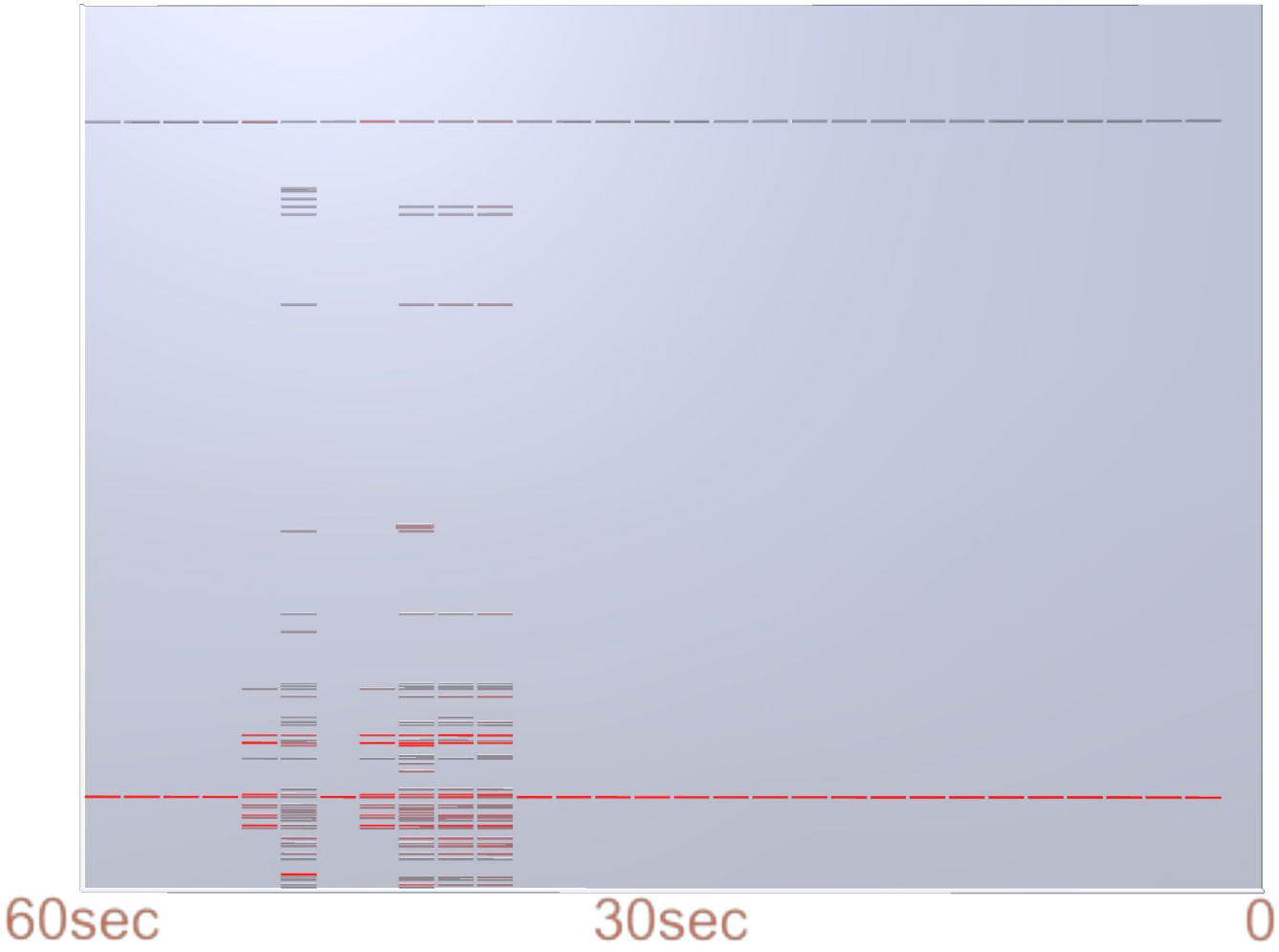


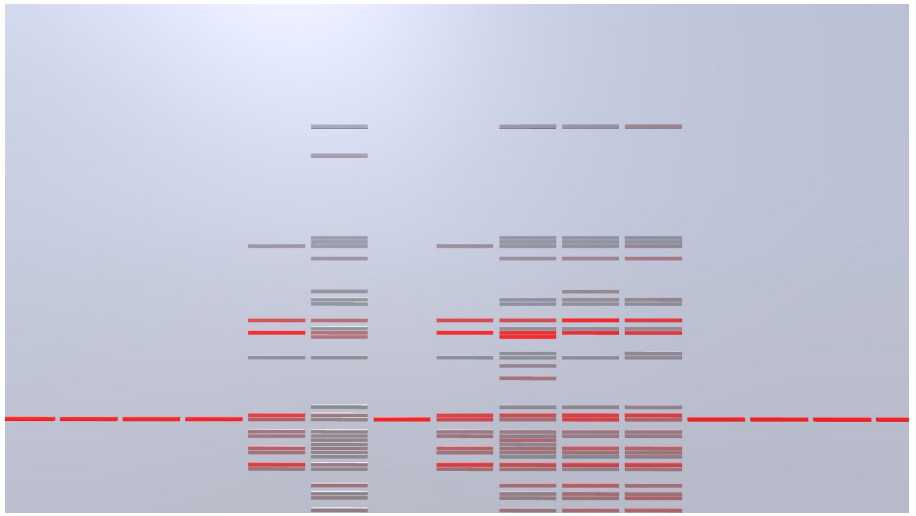
Overview - City





Overview - Chart



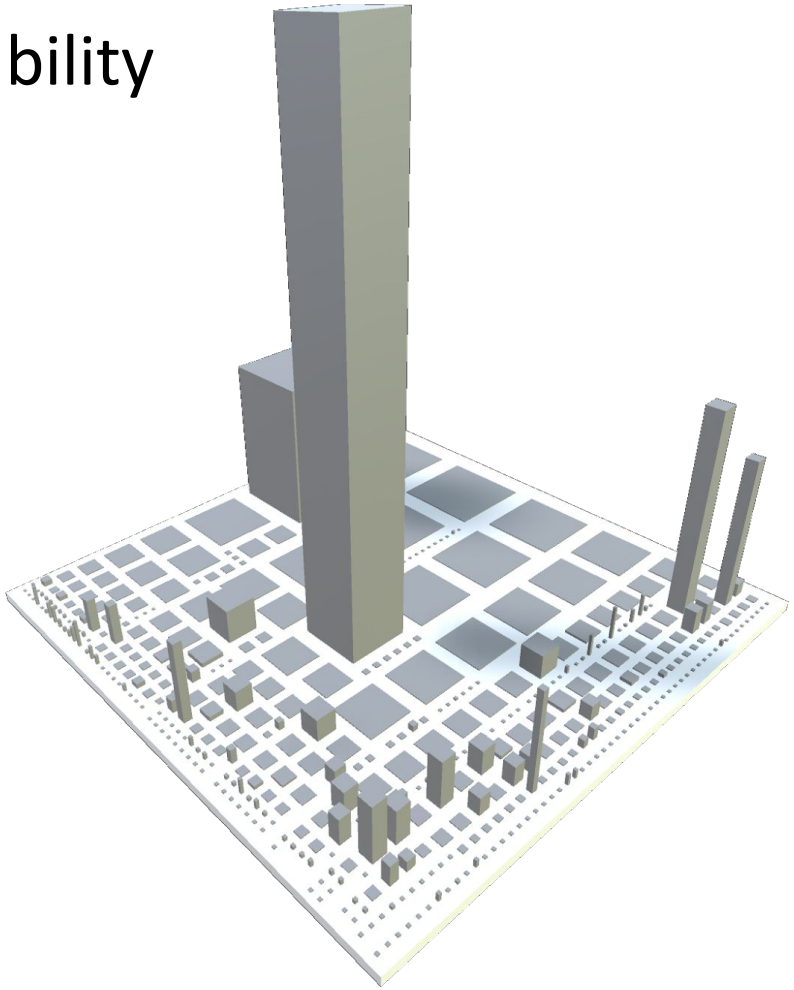


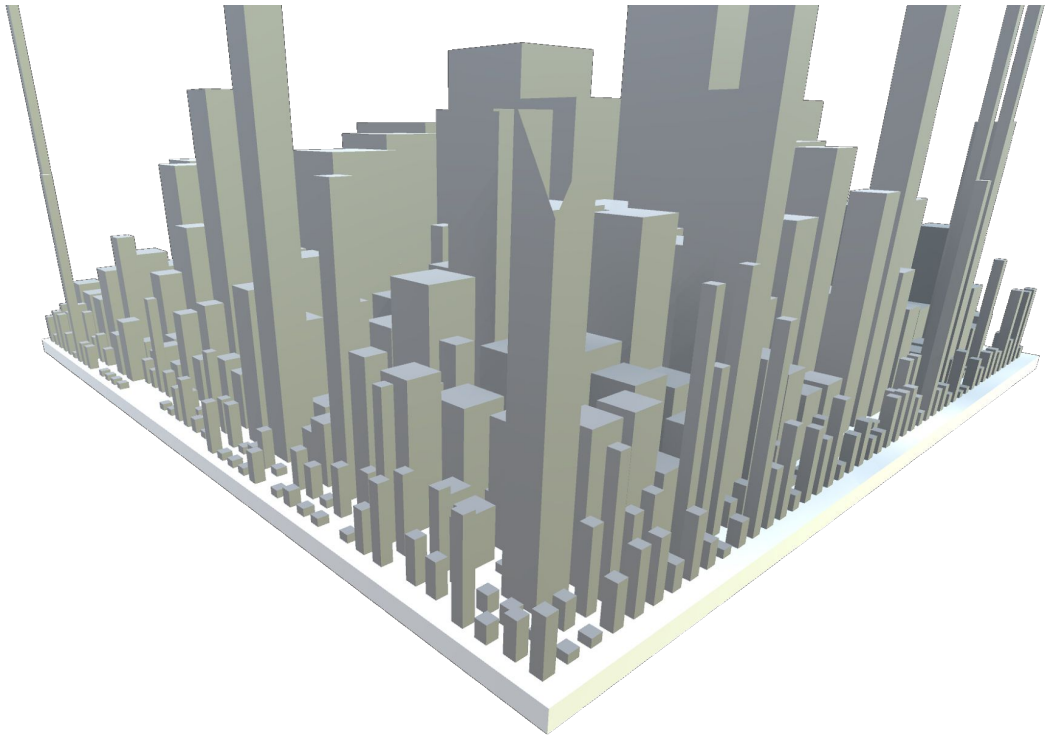
Demo Scenario

Demo Scenario

Difficulties & Shortcommings

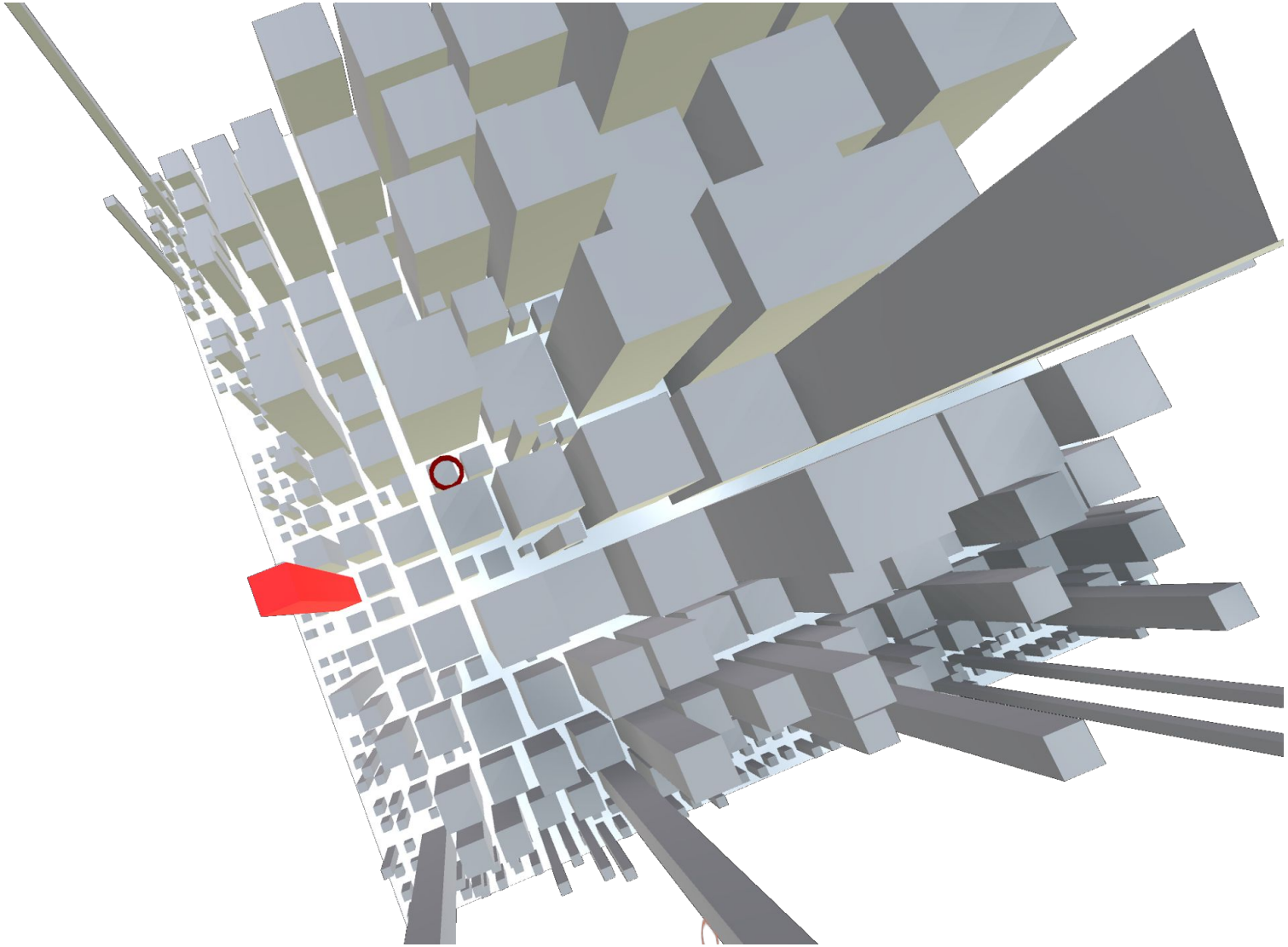
- Scalability





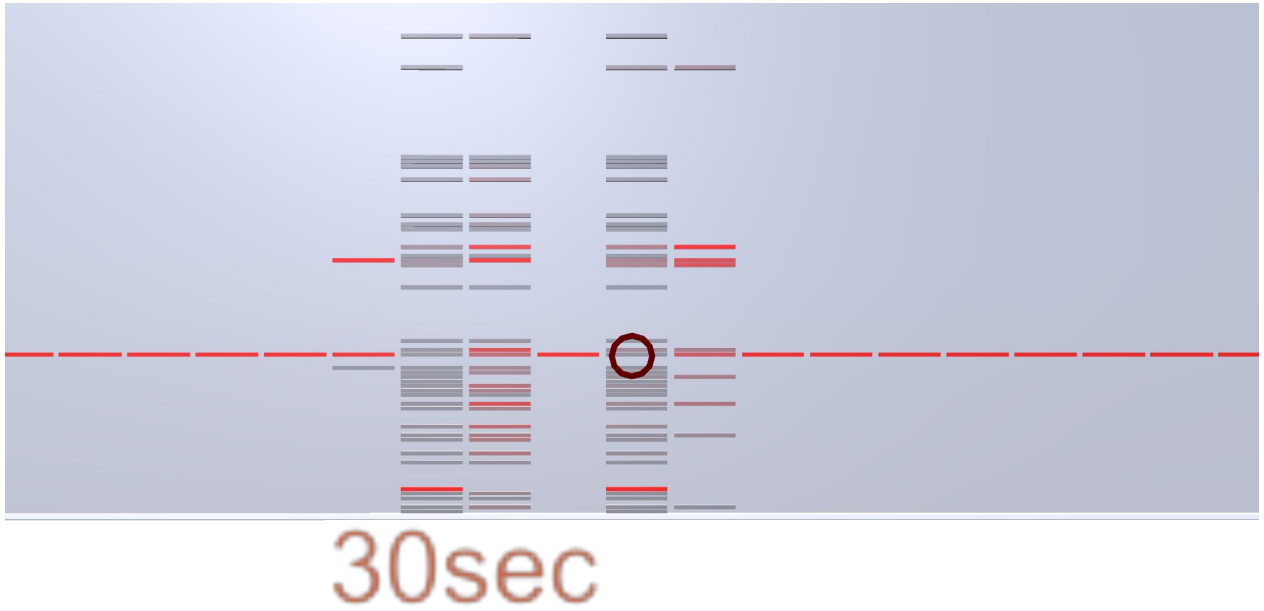
Difficulties & Shortcommings

- Navigation



Difficulties & Shortcommings

- Selection



Future Work

- Evaluation
- More ways to interact
- Reduce elements in visualization
- Other visualization techniques

Summary

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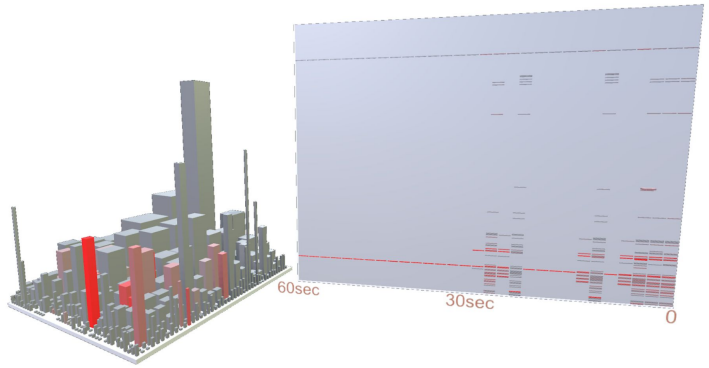
Overview



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Demo Scenario

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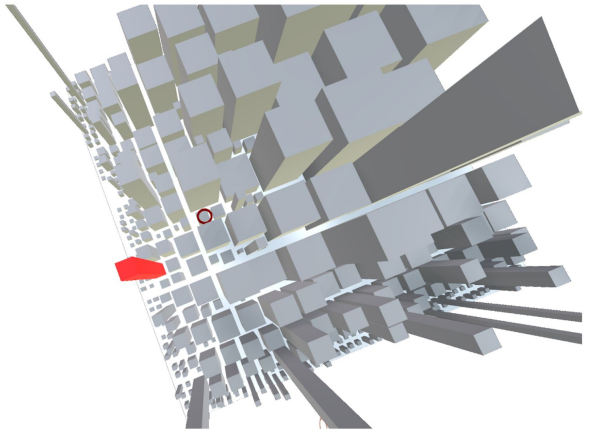
Difficulties & Shortcommings

- Navigation



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