



## **Modern visualization techniques in remote sensing -Integration of “Geostops” in augmented reality-**

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The presented work in progress shows how to connect augmented reality in real life with meaningful input of geoscientific spatial sciences in an app. The goal was to create a sustainable learning process with a path of information, leading to real world locations where you can direct a smartphone camera towards a geographical event and see advanced information, for example a map layer of an outcrop, a world overview video of aerosols, the destructive power of a hurricane, and more. The Smartphone combines today's required computer power with a world-wide distribution.

The basic information is presented in worksheets with which you can work towards one of the locations and learn about the geographic phenomena visible from there. All these sheets are divided in different subject areas and are interconnected. Thus, it is guaranteed that the curiosity is always on a high level, so the app user wants to see more, leading to highlights of an augmented spot which is called a “Geospot”. On one hand, this raw presentation avoids an inflationary use of “Geospots” and makes it to a highlight, on the other hand it is used as a technique for additional and sustainable information not to show old known material in a modern different way.