## Team Name
Augmented Library

### Goals
The ultimate goal of this project is to implement an augmented reality system within the library. This system will help students find physical resources within the library but also improve upon serendipitous discovery by displaying relevant electronic resources to students.

### Research, Design, or Technical Issues Involved or Addressed
The team will have to work on solutions to:
- bring together information from the multiple systems the library uses to contain its catalog.
- Determine how to integrate augmented reality into the library
- Image recognition for discovery
- Human centered design

### Sub-Teams
User Experience
Systems Communication

### Methods/Technology
Augmented Reality
Big Data
Internet of Things
Image Recognition

### Majors and Areas of Interests
Computer Science
Electrical Engineering
Integrated Digital Media

### Partners
NYU Libraries

### Related Engineering Grand Challenges
Enhance Virtual Reality
Advance Personalize Learning

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