Problem Statement and Motivation
Detailed anatomical education systems are too complex for the general public and mobile ones are nonexistent. Augmented Reality (AR) mediates spatial abilities faster, and due to its high immersion, has more emotional envelopment and facilitates concentration as well as user satisfaction. Patient knowledge is proportional to the patient’s ability to ask informed questions and relates to higher treatment compliance and better communication between doctors and educated patients. The motivation is to develop an AR-based tool to promote the interest of the general public in anatomical education.

Interaction and Anatomy Exploration
- Swiping over anatomy models moves them in a list above the head as in the left picture.
- Tapping on anatomy models shows their labels and makes the residual models transparent as in the right picture.
- Pinch gestures translate the anatomy on the z axis, rostral and caudal, for in-depth anatomy exploration.
- A long label tap invokes the detail view, also accessible via a text search, showing non- and facial anatomy hierarchy as in the picture below.

Organ component of neuraxis
- Hypothalamus
- Amygdala
- Ventral hypothalamic area
- Posterior hypothalamic region

Informal Evaluation
Eight participants performed two case studies with brief instructions on what to do, but not how. The intention was to observe self-orientation, the discovery-based exploration, learning, and to get detailed answers in the later interview. Seven participants learned in the mean two anatomy structures during the mean case study time of 09:44 minutes. The z axis translation in the left and right picture has to be communicated more clearly.

Results and Conclusion
Many insights emerged through the informal evaluation about anatomical education and the importance of immersion and interaction. A required future change is general interaction learning with a one-time tutorial depicted in the middle and right image. Active learning with immersive AR constructs spontaneous knowledge encompassing better short-term memorization, better spatial abilities, higher concentration, higher user satisfaction, and, if mobile, higher availability than education technology without AR.

Interactive, immersive, 3D, AR anatomy visualizations paired with textual information can educate mobile device users of the general public.