

2D mixed reality, and several storytelling applications were introduced [2,9].

We have presented our experiences in developing and deploying the 3D MR system along with virtual storytelling contents. Thanks to the depth camera of Kinect and the graphic engine of Ogre3D, our research successfully resolves the technical issues which have impeded practical mixed reality applications. We also demonstrate that combining storytelling with mixed reality is a powerful way of enriching user experience especially with young children.

As future work, we plan to evaluate the user experience which expects to change children's reading habit and interest. We are also developing the authoring tool to ease content production by providing intuitive user interface specialized for mixed reality applications.

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