

Abstract

The main focus of this thesis is augmented reality and its usage and improvement of provided services in libraries and other information institutions. First, the concept of augmented reality and its possible implementation based on various technologies are defined. Then augmented reality projects already implemented in libraries and information institutions are presented. The next part consists of a description of areas in which augmented reality can be used to improve services provided in the context of libraries. The goal of the practical part is the preparation and testing of a prototype of augmented reality application in National technical library. Finally, the strengths and weaknesses of the prototype are presented as well as requirements for its actual implementation and possibilities of future improvement of the prototype's capabilities.