

Virtual Reality (VR)

- Fully immersed you do not see the real world around you
- Completely simulated environment where you are taken to a different place – perhaps a different time!
- You can control what you're looking at and where you're going





- Still emerging / developing
 - Can be expensive
 - Can make some people feel nauseous
 - More content and experiences are needed
 - But \$millions\$ being poured into VR by companies with deep pockets
 - We're just getting started!

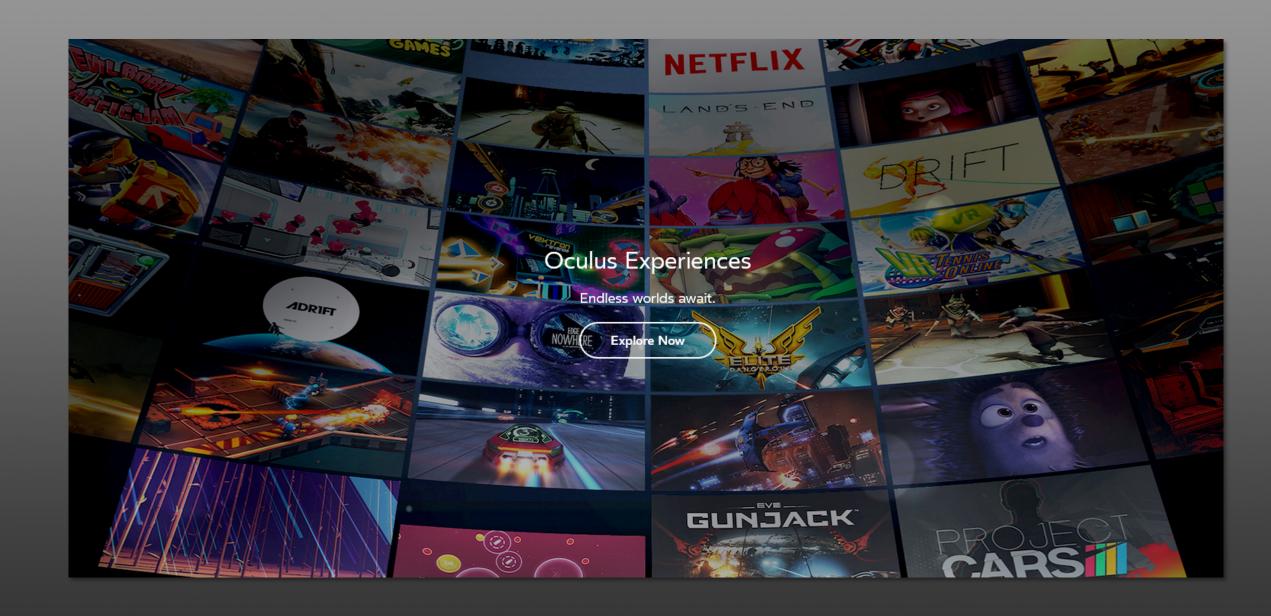




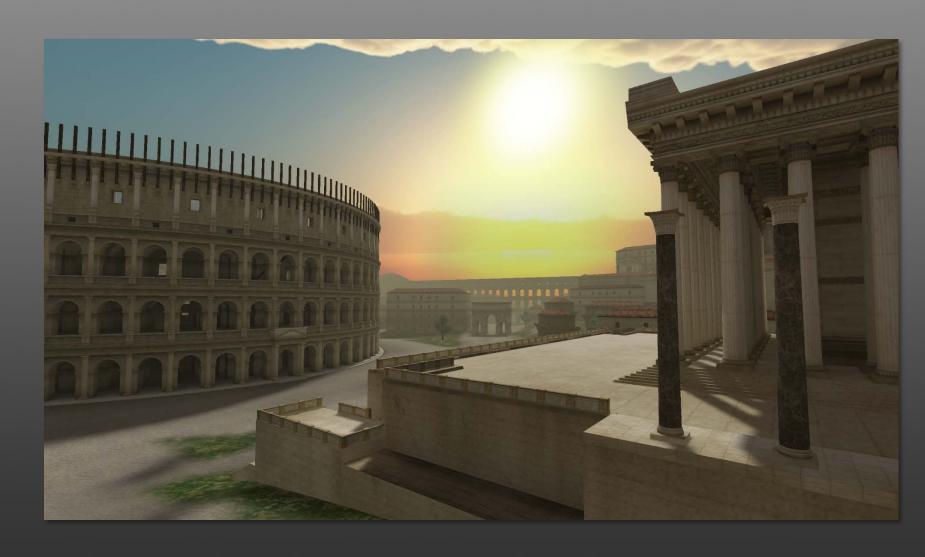


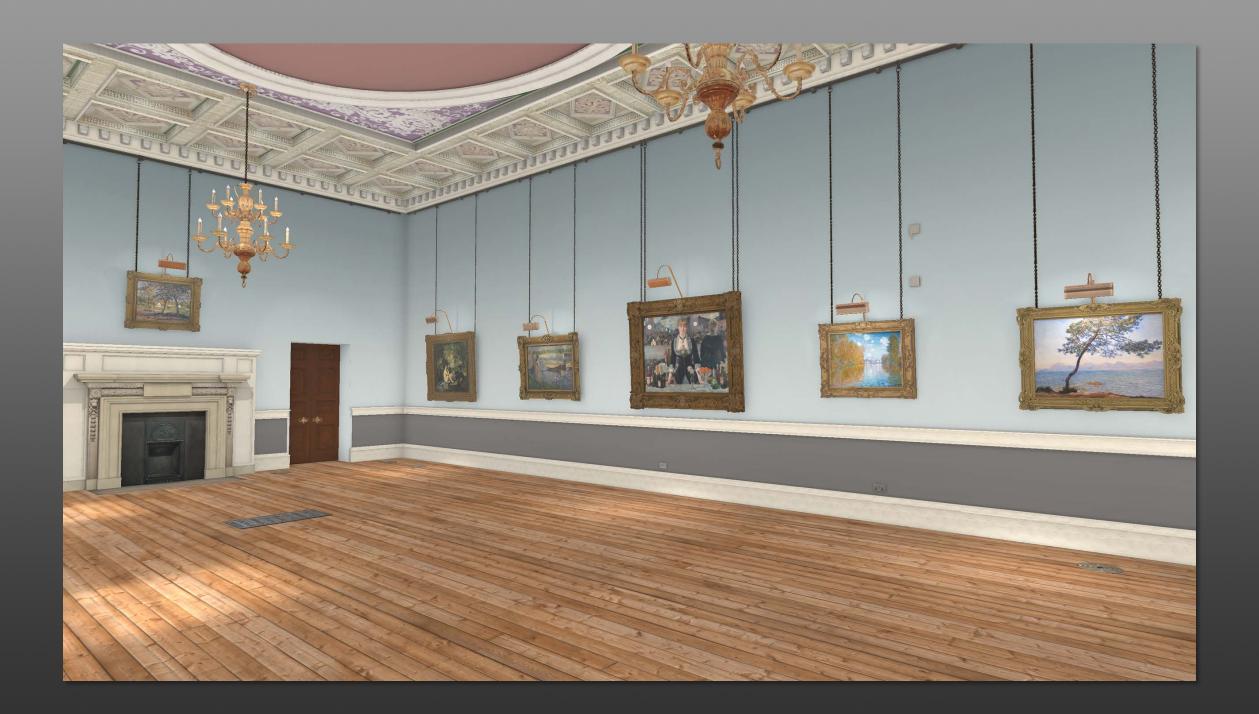






- Very useful in education
- Visit ancient Rome for example
- Or virtually visit a museum





INSIGHTS ing the Planets Classroom Technology Brings Virtual Field Trips to K-12 Students **EDUCATION**

- Also very useful in architecture and in the construction industry
- Can better design and envision a space



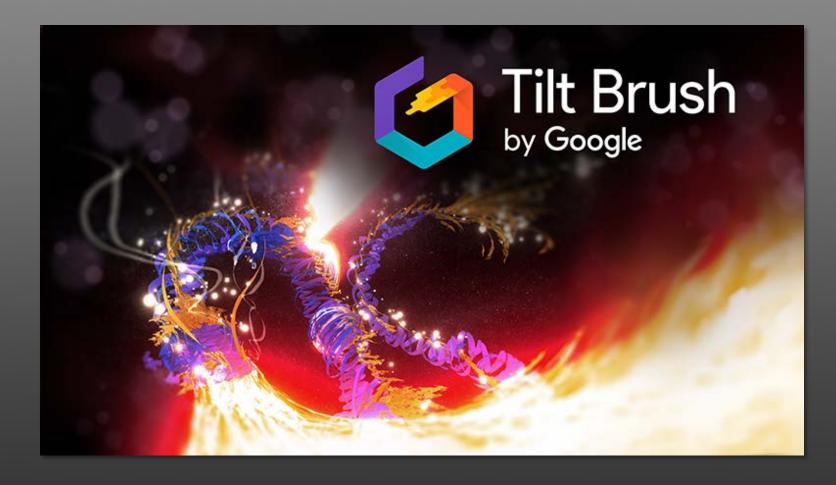


- Meet other people in virtual rooms
- Share displays/screens with others





 New tools continue to be developed that help people use VR to be creative



Augmented Reality (VR)

- Unlike in VR, you can see the real world around you, but with graphic overlays, 3D models, and videos on it
- AR superimposes computergenerated images on a user's view of the real world



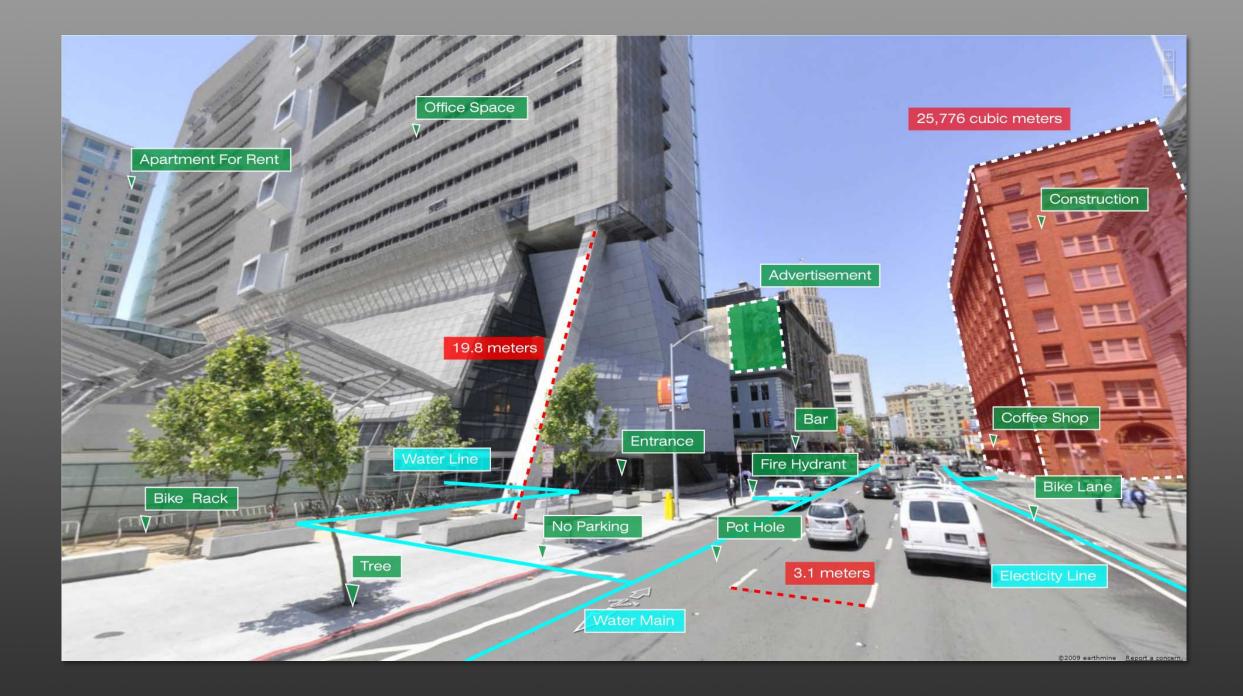












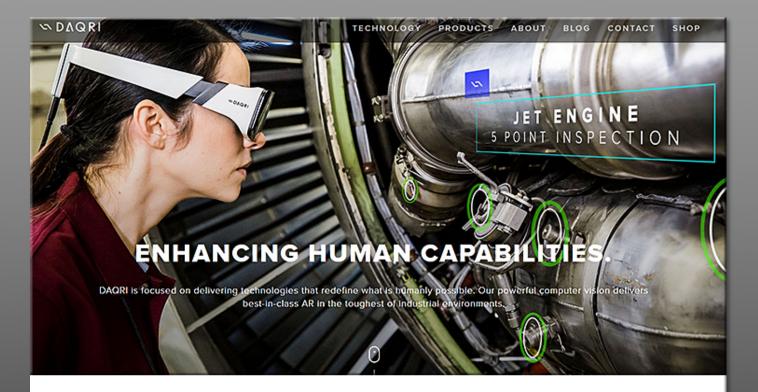


Augmented Reality (cont'd)

- Applications in technical support and in troubleshooting
- Fixing engines, elevators, and more
- Even bring in remote experts
- More educationally-related applications to arrive as AR goes mainstream









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Mixed Reality (MR)

- Very similar to AR, but a device can scan the realworld environment around you and can interact with that environment
- Additional technologies and affordances are involved
- Best example is Microsoft's HoloLens device









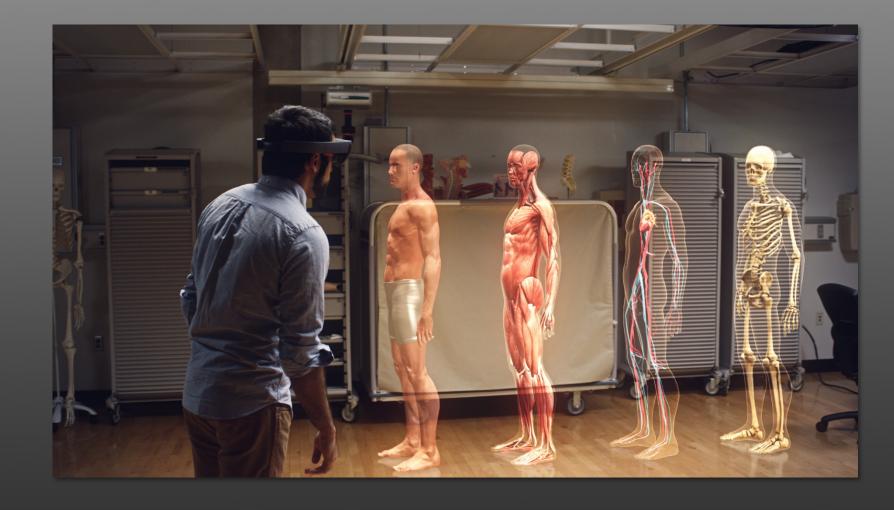


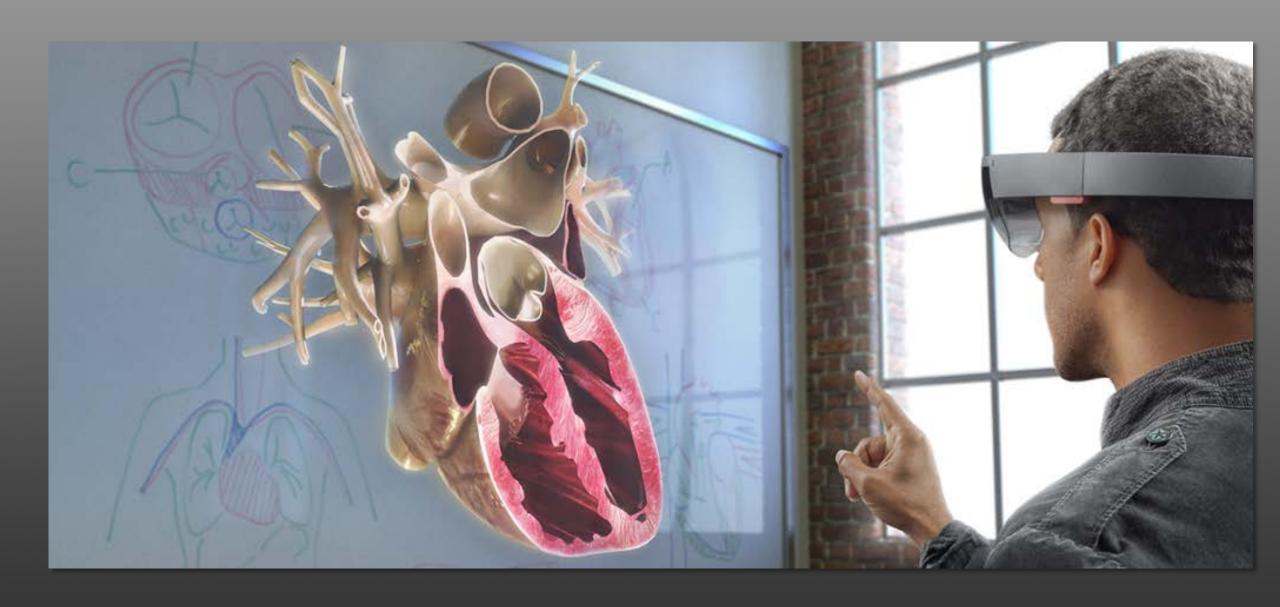




Mixed Reality (cont'd)

- Microsoft is working with Case Western Reserve U. and the Cleveland Clinic
- Developing new ways to learn about human anatomy





Mixed Reality (cont'd)

- Also useful in technical support, troubleshooting, fixing things
- Can bring in remote experts
- More educationallyrelated applications to arrive as MR goes mainstream





