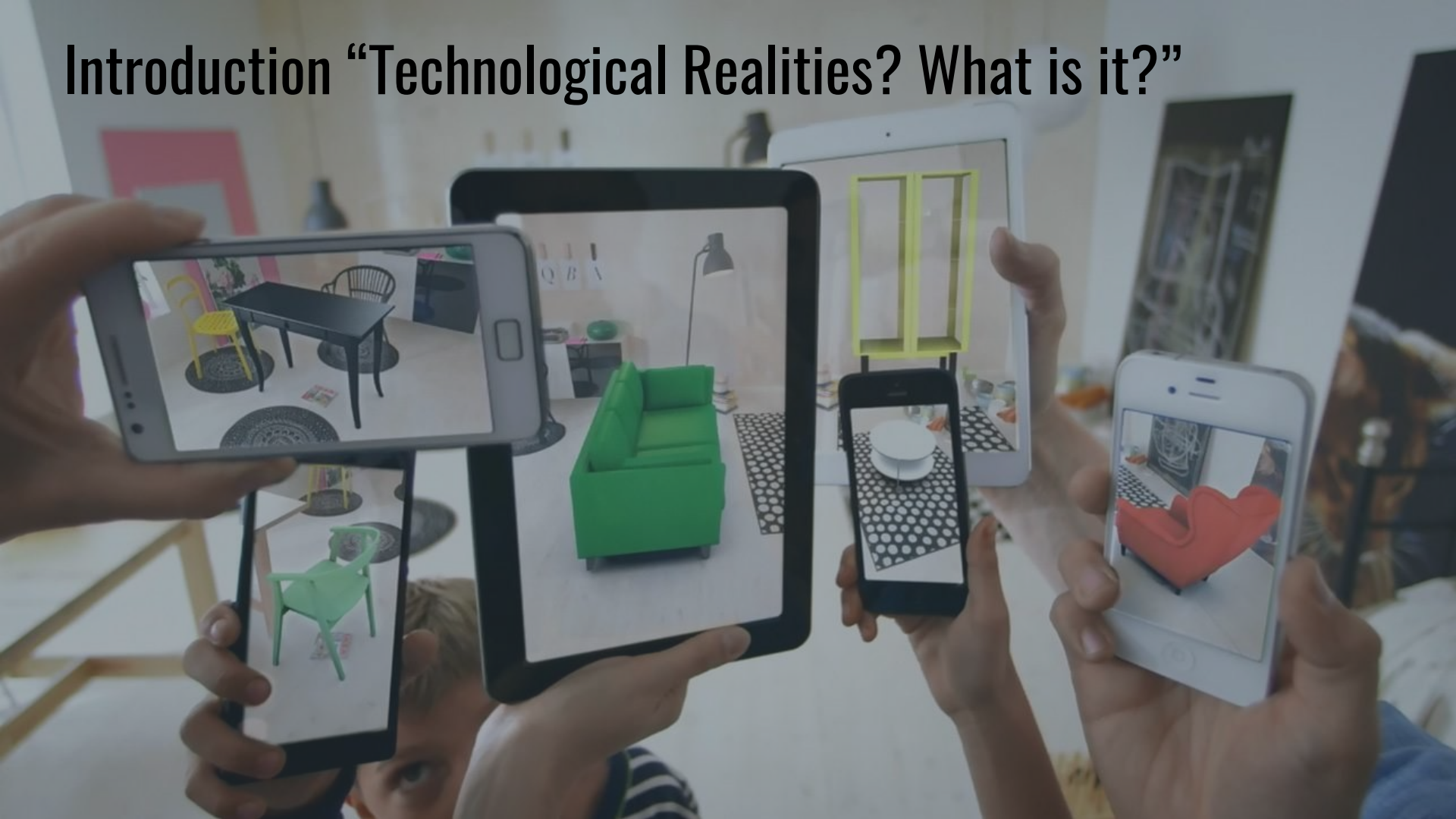


Technological Realities



Augmented, Virtual & Beyond
Team 2 presentation

Introduction “Technological Realities? What is it?”



4 - Bjorn

A person wearing a VR headset and a white glove, interacting with a futuristic digital interface. The background is a complex, glowing blue and white digital landscape with various data points and lines.

4.

Breakdown ONE ASPECT of the topic (e.g. “one really interesting example is how. . .”)

Virtual Reality

Bjorn

4.

Virtual Reality



<http://www.whatsupgeek.com/2015/01/virtual-reality-future-of-gaming.html>



https://www.google.co.nz/search?q=virtual+reality&rlz=1C1CHBF_enNZ734NZ734&espv=2&source=lnms&tbm=isch&sa=X&ved=0ahUKEwikwduK4cDTAhUh18AKHeZXDngQ_AUIBigB&biw=1280&bih=918&dpr=1#tbm=isch&q=virtual+reality+headset&imgcr=yWid5RarX0YcYM:

Virtual Reality is exactly as it is read
“Near Reality”.

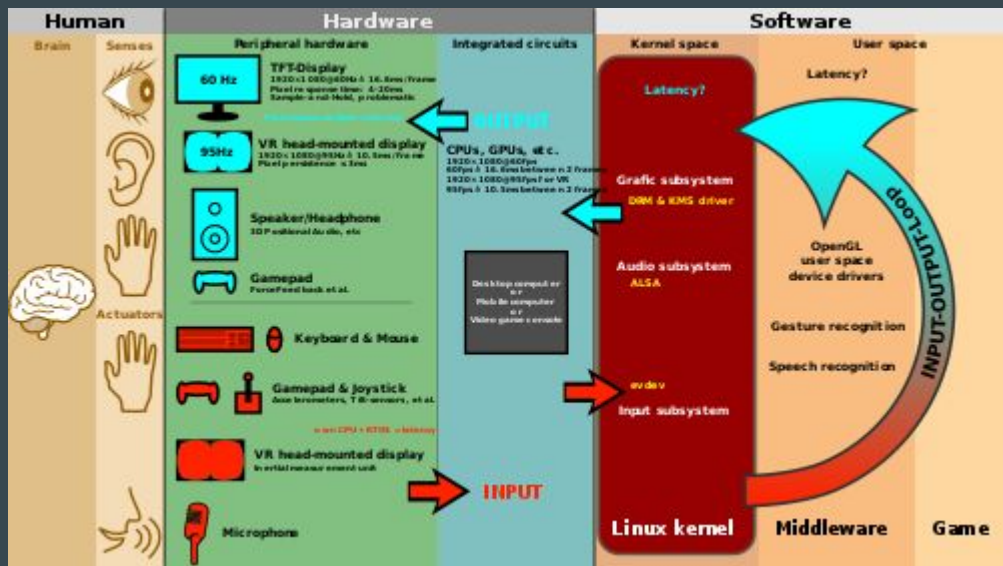
Used for gaming and 360° videos.

Bjorn

4.

Virtual Reality

How It Works

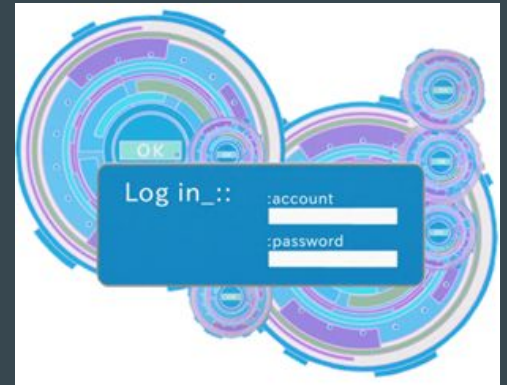
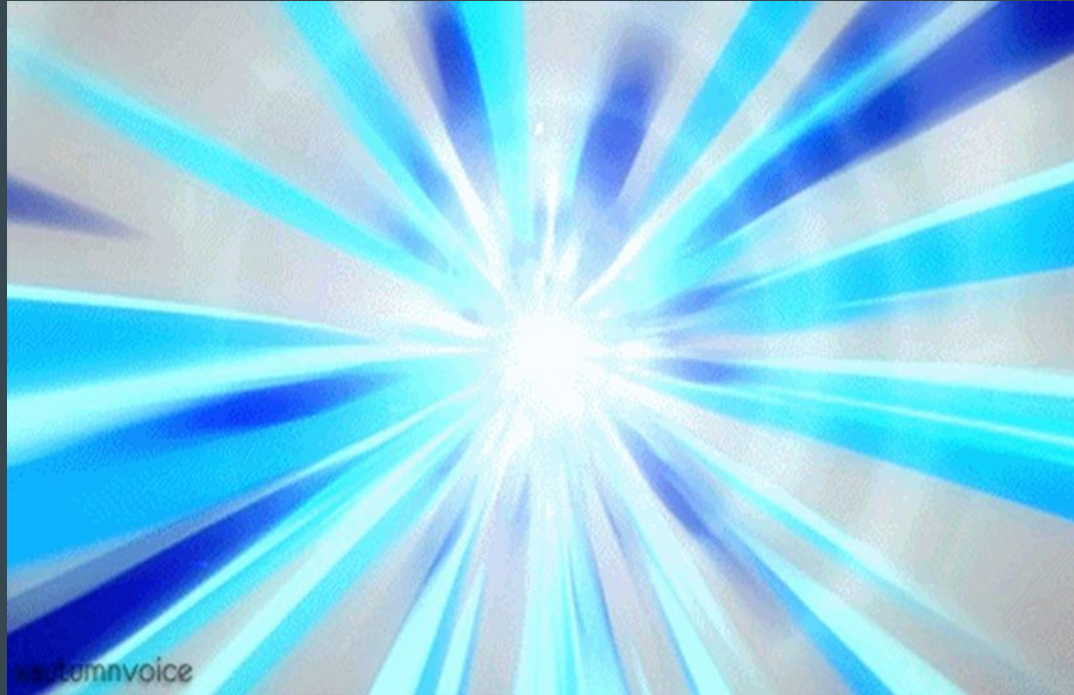


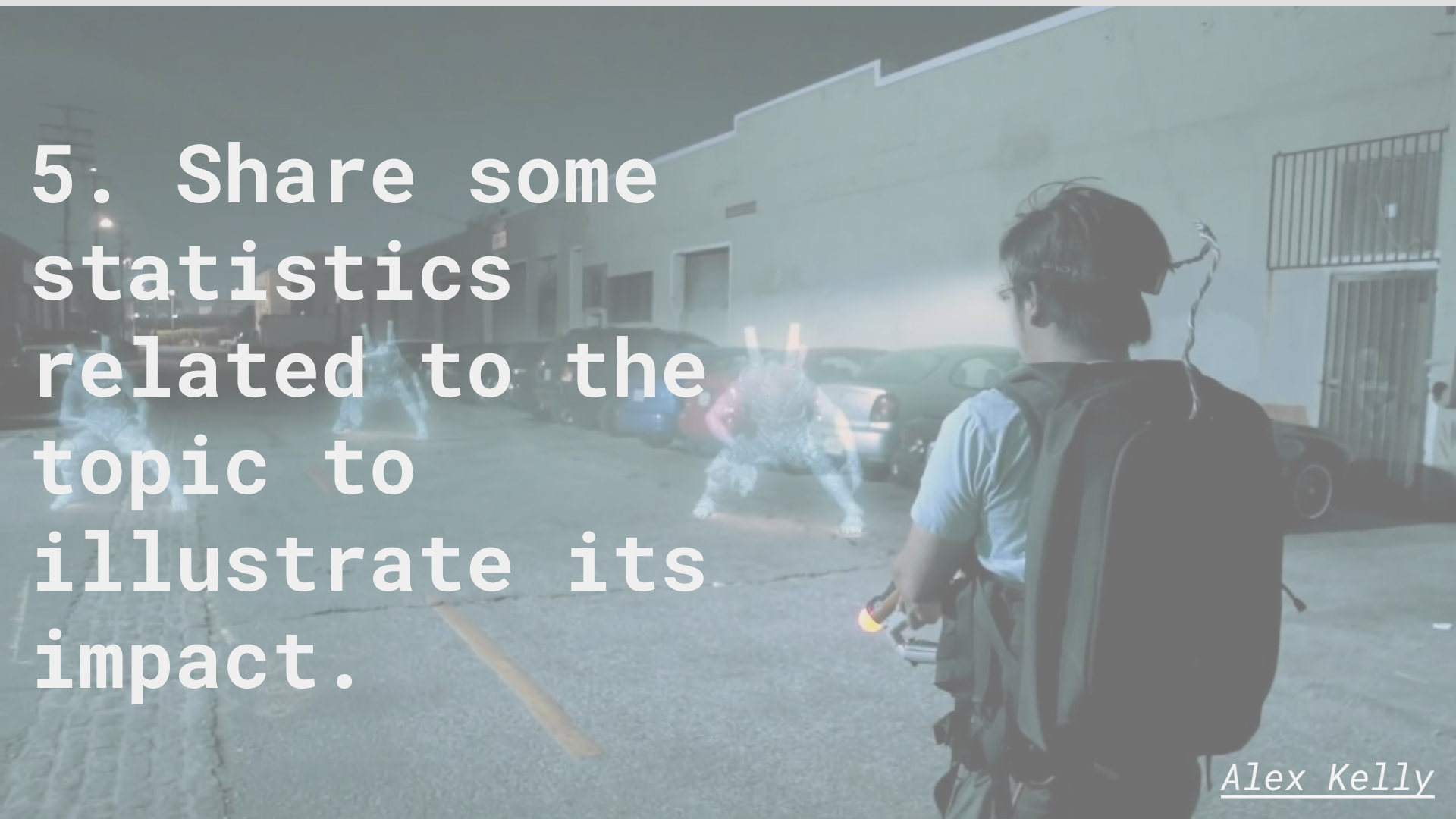
In school we all learned that we have five senses: taste, touch, smell, sight and hearing. These are however only our most obvious sense organs. The truth is that humans have many more senses than this.

VR uses all 5 them.

Bjorn

4. Virtual Reality



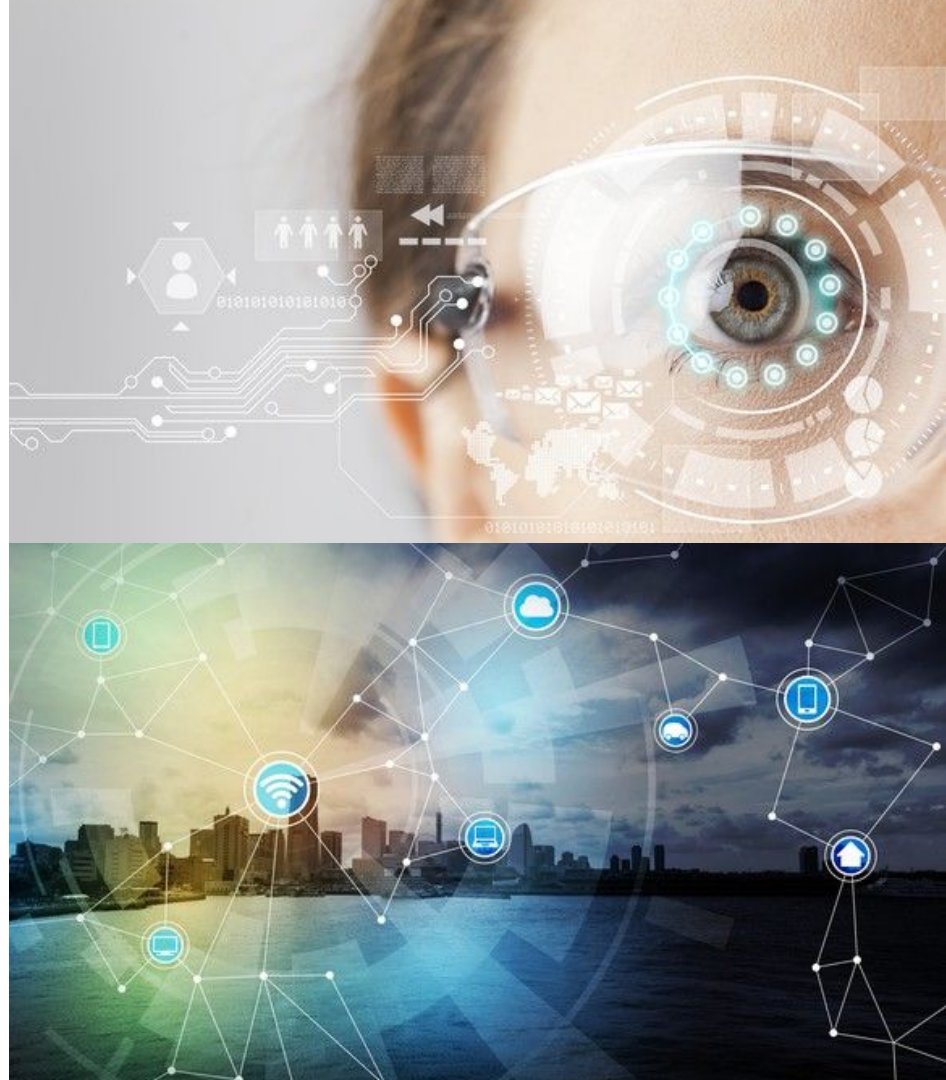


5. Share some statistics related to the topic to illustrate its impact.

Alex Kelly

- The AR market could grow from nearly nothing today to \$90 billion by 2020
- Worldwide AR and VR headset sales could hit \$1.2 billion by 2018
- 60% to 70% of consumers see clear benefits
- 73% of Americans stated they were "knowledgeable" about the AR and VR devices and marketplaces

Alex Kelly



Alex Kelly



Current trends: Virtual reality


Uses computer technologies to generate realistic images, sounds and sensations that replicate a real environment.



Augmented Reality

A reality in which uses existing environments and overlays new information.



A woman with long blonde hair is wearing a white and black VR headset with large black headphones. She is looking to the right. The background is a blurred indoor setting, possibly a cafe or event space, with other people and a stone wall. The name 'Peggy' is written in the top right corner.

Peggy

7 - How Does virtual and augmented reality affect us here in New Zealand?

VR  **AR**
NEW ZEALAND



8 -Deb



**Project Future Trends:
What do past and current trends point to?**

- Education
- Health
- NASA
- Journalism
- Trade
- Automotive



8 - Deb

Ivysaur 98 Charmeleon
57 Not very effective... 532

2

SUMMARY!



In 30 years time we as a collective race will witness more and more people using AR/ VR as their personal world. A place where reality cannot affect their AR/ VR Lifestyles. Whilst using Reality as an escape to VR as opposed to VR being the escape from Reality.

Moot

In 30 years time, people will be spending more time in a virtual world than in a non-virtual world.

Education

Work

Politics?

Medical - rehab ?

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