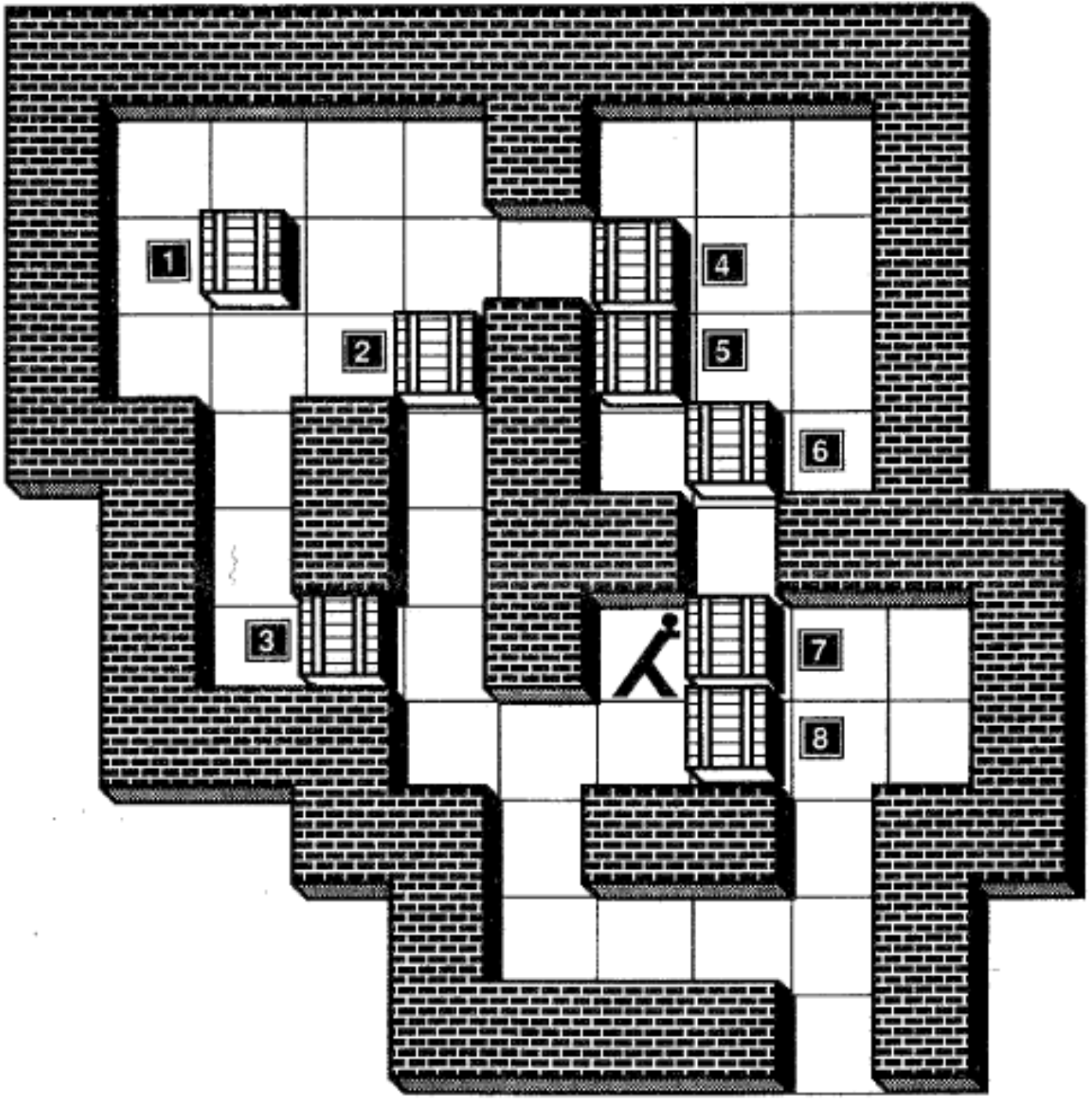
# Augmented Reality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# GOALS

- Develop an understanding of what Augmented Reality is
- Articulate the different delivery methods of Augmented Reality
- Understand the different contexts in which AR is utilized
- Ideate future possibilities for the technology

# CONTEXTS

- Gaming
- Fashion
- Information
- Art
- Development
- Medical

# AR vs VR

| Augmented Reality | Virtual Realty |
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| | |

# Augmented Reality

- DanKam: Video
- Layar (development)
- junaio: Video

# Virtual Reality

- Oculus Rift:
- Virtuix Omni: Video