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## Augmented Reality Virtual Reality & Mixed Reality YouTube Lecture Handouts

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### Virtual Reality

- Virtual Reality (VR) is the use of computer technology to create a simulated environment. Unlike traditional user interfaces, VR places the user inside an experience.
  - Instead of viewing a screen in front of them, users are immersed and able to interact with 3D worlds.
  - Immersive devices. These are characterized by the device's ability to create a sense of "presence" – hiding the physical world and replacing it with a digital experience.

### Augmented Reality

- Augmented reality (AR) is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory and olfactory.
  - Holographic devices. These are characterized by the device's ability to place digital content in the real world as if it were really there.

### Mixed Reality

- Mixed Reality (MR) or polyplexity is used as an independent concept or to classify the spectrum of reality technologies, as referenced in the reality – virtuality continuum.
  - The term mixed reality was originally introduced in a 1994 paper by Paul Milgram and Fumio Kishino, "A Taxonomy of Mixed Reality Visual Displays."

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