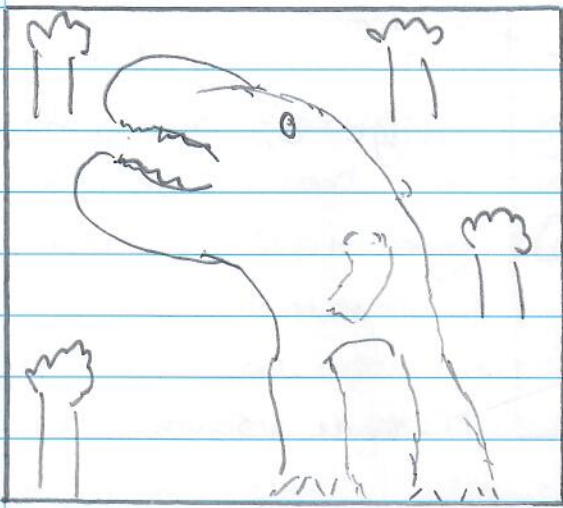




T rex walking up
to and around user,
user can then follow
to see its habitat

Four theories

The ~~four theories~~ that have been incorporated here are believability which is one is one user ability to believe that they are walking with dinosaurs, which they showed as they are immersed within the simulation. Next is interactivity as the user can interact with the surroundings, explorability as they can see or do whatever they like, lastly immersion as the headsets, goggles and controllers will allow them to be fully immersed into the digital world.

The VR AR exhibit will consist of the users walking up to an exhibit with the app open and view the focus points of the exhibit. This will then allow them to see the dinosaur on their phone which they can then move and see its features and characteristics.

The hardware for this will be the user's phone and the focus points on the exhibit that will then lead the dinosaur on the user's phone. The software will be the app which will also need camera functionality. Illustrations on next page.