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Virtual reality is most used in entertainment applications such as video games and 3D cinema. Consumer VR headsets were first released in the 1990s. Beginning in the 2010s, next-generation commercial headsets were released by Oculus (USA), HTC (Taiwan) and Sony (Playstation VR). 3D cinema has been used for sporting events, art, music, film and more. Since 2015, roller coasters and theme parks have incorporated VR to match visual effects with haptic feedback. VR can simulate real workplaces for workplace occupational safety and health purposes, educational purposes and training. 1929, Edward Link ~~develops~~ develops a simple mechanical flight simulator to train pilots. 1989, Jaron Lanier is generally credited with coining the term "virtual reality".

Augmented Reality is a combination of a real scene viewed by ^{an} ~~my~~ user and a virtual scene generated by a computer that augments the scene with additional info. The overlaid sensory info can be constructive (additive to ~~the~~ the natural environment) or destructive (masking of the natural environment). In 1992, the U.S. Air Force designed an immersive mixed reality for training fighter pilots and jet engineers. It is also used to demo what products may look like in an environment for customers. For example, Caddion firm: Mountain Equipment Co-op use AR to allow customers to preview what their products may look like at home using 3D models.

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