

b) Virtual reality is the experience where users feel immersed in a simulated world, via hardware. For example an headset. Augmented reality is an experience where designers enhance parts of the users physical world with computer generated input. Designers create inputs ranging from sound to video, to graphics to GPS overlays. In digital content which response in real time to changes in the users environment, typically movement. Designers create VR experiences, for example in a Virtual Museum. There are a few differences between AR and VR. In Virtual Reality, users are involved in an entirely virtual world. The user will use a head mount display or glasses. For AR, the user is immersed in a mix of the real world. An example of Virtual Reality is a roller coaster.

For an augmented reality, an example of this is Pokemon Go where it allows players to interact with their surroundings on a mobile device. It would show Pokemon on their device while they are holding the phone. It uses the camera so people could walk around catching Pokemon in the real life. The similarities between AR and VR is that both have to deal with ~~virtual~~ Virtual Objects. Both technologies enable experience for entertainment, training purposes