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I believe that the VR and AR systems of today including my own keep with one idea of Subnerland and Brooks. The first reason for this is that they allow the user to be able to be transported to a new world such as 66 million years ago which keeps with Subnerland's idea as he says "a window that looks into a virtual world." I believe that this has been achieved as it allows users to be transported into a virtual world and gives them a snapshot into how these animals lived and so can allow them to personally see this. Also Subnerland says "look real, sound real and respond to action in real time". This is also shown by VR and AR apps of today as the user can look around and move in real time which allows them to be fully immersed into that reality. Brooks (1999) also states that "an experience... in which the user is effectively immersed in a virtual world" ~~this then~~ this then keeps in line with VR and AR of today as the ~~new~~ ~~users~~ users can move here and sometimes ~~feels~~ feel like they are in one virtual world.

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