Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR)

Ever played Pokémon GO? No? You've probably heard about it at least. It was all the rage when it was released in 2016. Fans or not, youngsters and adults alike started investing time into it. Ever wondered what kind of technology it uses? Augmented Reality (AR).

Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality (MR) together come under the umbrella term Extended Reality (XR). Getting confused yet? Although everything sounds similar, they're different from one another.

Let's go back to Pokémon GO for a moment. Pokémon GO was designed to incorporate the animated creatures 'Pokémon' over the real-world objects. It uses the concept of Augmented Reality (AR).

Now, let's get to the phase where everyone was fussing over this 'cardboard box-mobile phone' VR headset. Cardboard VR was widely popular around 2015. It required the user to get a suitable cardboard box and place their mobile phone in it. The cardboard isolates the user from the outside world to get an immersive experience. This is Virtual Reality (VR).

You've probably figured out what MR means by now. 'Mixed' Reality. The name says it all. It's a combination of AR and VR. Imagine wearing a VR headset (the carboard box VR mentioned previously) of sorts with a camera, virtual objects have been placed into your surroundings. A virtual shark is glaring at you from the top your head, ready to eat you any moment now. That's Mixed Reality (MR).

Google Maps' street view feature is the most popular example of XR. You might want to play games like 'Star Wars: Squadrons' or 'Half-Life: Alyx' to experience more of XR.

AR and VR are some of the biggest technology trends right now. The fantasy to explore video games, animated characters merged with real world objects and isolation from reality sounds appealing to anybody. Corporate giants like Google, Apple and Microsoft are competing to produce the next big XR product.

You've probably got a pretty strong hold on the terms associated with XR by now. XR improves something dull and boring by associating it with real-world surroundings and gives you a more immersive experience.

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