



COMP210: Interfaces & Interaction

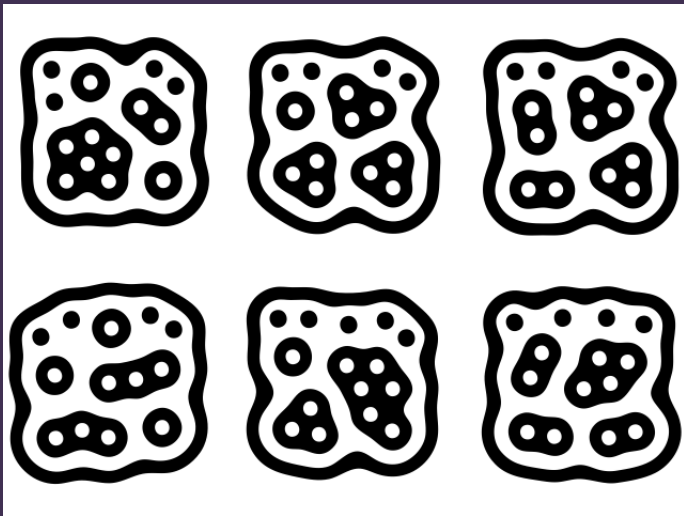
1: Human-Centred Design for AR/VR

Virtual and Augmented Reality Overview:

Learning Outcomes:

- ▶ **Explain** the difference between augmented & virtual reality.
- ▶ **Discuss** the various forms of haptic feedback.
- ▶ **List** and **describe** the key components that make up the hardware side of reality systems.

No One Size Fits All



What are the most important aspects of CV that you look for?

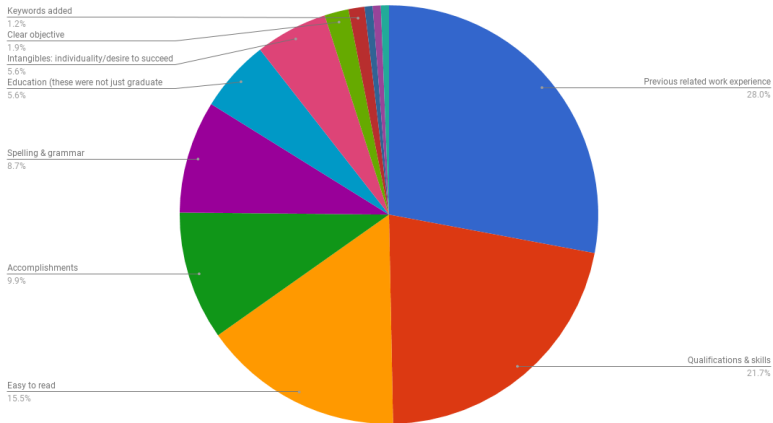


Figure: 2010 Employers Survey