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MART 391

Augmented Reality has continued to become a more common technology that can be seen in many different areas and platforms. As the technology continues to advance, there are more and more real-life applications where it can be used. However, at the time, it is still not near perfected, but still is widely used in the entertainment area of life. Phones use AR for games and insertions for photos, sports broadcasts use it for much of the overlay of a football field or a batter’s box, and concerts and gaming competitions have begun using them for special effects to enhance the viewing experience. One day it could be used more in medical fields, such as an overlay on a person before going into surgery, but it still needs a bit more work before it can be widely implemented. As such, I feel the most important area that AR is currently being used in is for the broad spectrum of entertainment industries,