CS-172057

RAZA-UL-MUSTAFA

HCI

ASSIGNMENT #1

In Augmented Reality users are interacted with computer simulated objects which are embedded in environment. Where as in VR the user is far away from the real world while completely immersed into the virtual world, unable to interact with computer simulated objects.In Virtual Reality, the user fails to sense or accept the existence of his surroundings and reacts as if the environment is not there, whereas in Augmented Reality, the user can sense and accept the existence of his surroundings and accordingly reacts to his environment i.e. Virtual Reality is completely mediated perception of reality and Augmented Reality is unmediated perception of reality.

Virtual Reality bring the user into imaginary world. While Augmented Reality is fusion of real world and artificial world. Virtual reality is able to simulate any real environment such as a moonwalk, a room, ocean exploration or a visit to another country and it is also able to create a fictional world with 3D objects and other virtual elements.

**EXAMPLES**:

* **AUGMENTED REALITY**:

Many people got a taste for the potential of augmented reality when the mobile game Pokémon GO rose in popularity and had people chasing down digital animals and doing battle in parks and public places.

* **VIRTUAL REALITY**:

[Virtual Reality can be used in hotels for the customer to have a live tours of hotels](https://www.revfine.com/vr-hotel-tour/) and hotel rooms allow a transparent view of what to expect if customers booked there. Another way to cause a prospective customer to book a trip and to boost bookings is to provide a virtual reality experience of some of the main attractions in a destination.

It can also be used in games. Like Boxing in which imaginary world of a user would be a ring in which he will interact with an computer simulated object which would be another boxer in a ring