2a. The computing innovation represented by my infographic is augmented reality. Augmented reality can apply to many functions, but its main purpose is to make things easier for the people working. My infographic shows a quick run-down of how AR works. You move your hand over a screen and a camera can tell your movements to the screen which will adjust accordingly. Very similar to a mouse with a computer, except now we are the mice.

2b. To create the infographic I used piktochart. Within piktochart there are saved icons, some of which I used to briefly show the process of how the screen works. On the bottom there is an example of what I am referring to. An interactive holographic screen used for augmented reality.

2c. One beneficial effect from using AR will be ease of work in many things. There are also more options for games than ever before. You can control airplanes or cars with the flick of your hand or a finger moving in a circle. The possibilities are endless.(4) However one negative effect of this would be power consumption, addiction to these new amazing games, and maybe even eye damage in extreme cases. The power consumption will be extreme if this is to work since you have to have live feed for everything and a powerful camera to broadcast and receive images. Also the addiction is just a side effect of almost any good game.

2d. The data my innovation will be using is mostly RGB values with 3D positioning from the camera along with user input from the screen. The innovation will consume a lot of power and take a lot of Wi-Fi to work for the live-feed. However there is also a data privacy concern since the camera needs to recognize everything. To do this it must have all the information it can possibly have. Another concern would be data storage since the RAM will have to be huge and the harddrive will have to be massive to support these types of games.

2e.

(1) "Pattie Maes and Pranav Mistry Demo SixthSense." TED Talks. March 2009.
http://www.ted.com/talks/pattie_maes_demos_the_sixth_sense.html
Retrieved on 12/5/17

(2) Berlin, Leslie. "Kicking Reality Up a Notch." New York Times. July 11, 2009.
http://www.nytimes.com/2009/07/12/business/12proto.html

Retrieved on 12/5/17

(3) Ganapati, Priya. "How it Works: Augmented Reality." Wired. Aug. 25, 2009.
http://www.wired.com/gadgetlab/2009/08/total-immersion/

Retrieved on 12/5/17

(4) Inbar Ori. "Top 10 reality demos that will revolutionize video games." Games Alfresco.
March 3, 2008.
http://gamesalfresco.com/2008/03/03/top-10-augmented-reality-demos-that-will-revolutionize
-video-games/

Retrieved on 12/5/17
Link for infographic: https://create.piktochart.com/output/26556600-laser-tag-project