I think AR will be very useful in the future because of the implications that it can do. The first major thing that comes to mind is the gaming industry. Once we have a better understanding of AR, we’ll be able to move AR games off the phone and onto better technology. One example of what I would I like to see in the gaming world of AR is how during the anime Sword Art Online Ordinal Scale they had AR glasses called augma that would implement the gaming world over the outside real-world objects to make the feel more immersive, it would then spawn the virtual enemies in that environment for the player to fight by moving their body and preforming the action. So, to move you would move your legs to walk/run and the glasses would update the world as it entered your field of view. Then, to fight you would have a virtual weapon in your hand and you would fight like you are wielding that weapon for reals, but in reality, your hands are empty and preforming the actions of holding something like a sword and shield. I would love to see this as the future of AR gaming and think it will have a great impact on it like how more advances in VR come out with more accessories to make it seem real by eventually adding touch and feel. I’m going to move on from gaming because I could talk a lot more about it, but I still want to talk about other aspects of AR. I can also see AR being useful in construction because instead using paper or even digital blueprints, you can have glasses that will have the blueprint on them show you what needs to go where when building it. For more entertainment uses, I could see museums or even historic sites using AR to make the place feel more alive with constructs of people from that era going about their daily business. This could make a ghost town seem alive and busy instead of empty and full of tourists. I could go on and on about the future of AR, but as you can see from what I talked about, there are many things that can be done with AR once it is worked on more and becomes for advanced.