



# Current and Future Uses of Virtual and Augmented Reality Devices

PRESENTATION BY CODY DOERR



# Virtual and Augmented Mediums



Education



Medicine



Entertainment



# Virtual Reality and Augmented Reality Use

- ▶ Across the world, business and consumer utilize VR
- ▶ 171 million users worldwide (Soltanifar, 30)
- ▶ Haptic Touch integration with VR
  - ▶ Science in Education (Jewitt, 61)
  - ▶ Can be a representation or used as input
- ▶ Use of artistic representation can help provide better feedback when in the virtual environment

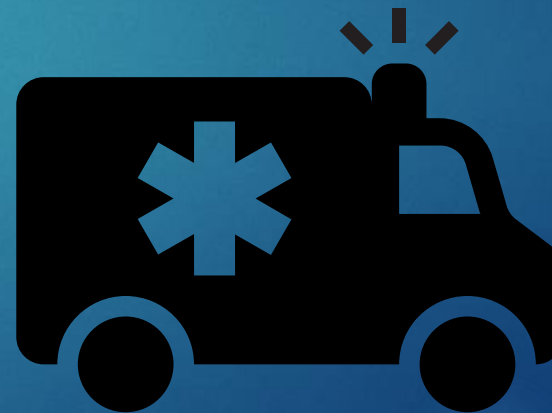


(ELECTRONICS NOTES NEWS AND COMMENTARY)



# Virtual Reality and Augmented Reality Use

- ▶ Medically
- ▶ Mostly Education
- ▶ New Medical Students and Continued Learning
- ▶ “...using virtual reality in conjunction with the physical phantom device that represents a dental tool, to enable dental students to interact with a 3D mouth space to feel the different layers of a tooth when drilling. (Jewitt ,61)”



# Virtual Reality and Augmented Reality Use

- ▶ Entertainment
- ▶ Large Market
- ▶ Simple Games as Therapy (Jewitt,62)
- ▶ AR in Pokemon Go and Copycats
- ▶ VR Chatrooms / Games
- ▶ COVID and it's impact

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# Thank You!

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