Jacob Leboeuf
Computer Graphics II
Dr. Haim Levkowitz
14 September 2021

Summary

This article discusses the history, current usage, and future ambitions of using Augmented Reality (AR) with mobile devices, and the recent inclusion of 5G data networks to improve on such technology. It does a pretty thorough job differentiating the concepts of AR and Virtual Reality (VR), acknowledging how this concept uses a mix of both real and virtual surroundings, while VR uses a completely virtual environment. On top of this, Mobile Augmented Reality (MAR) allows the features of AR to be used to its fullest extent, being able to collaborate with its many features while the client is physically moving. As data services continue to improve, MAR technology such as Google Glass and Google Lens can be used more effectively as it decreases the chance the connection-driven technology runs slower or buffers due to a potential "dead-zone" of connectivity in certain locations. Although the introduction of 4G allowed such technology to be introduced and have some practical use to the public, the recent upgrade across the board to 5G allows MAR to truly take that next step and become more integrated with modern society.