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## Project 2 - In the Land of Make Believe

I think it would be very interesting to have these kinds of play sets paired with augmented reality glasses. With augmented quickly growing, I believe that this is a new way that people can be entertained as opposed to a virtual game. According to Statista, the AR/VR worldwide market has nearly doubled in 2020 compared to last year in 2019. If you go back to 2016 and compare it to today, it more than tripled from \$6.1 billion to \$18.8 billion in sales.

Throughout the project, I realized that it is pretty to customize yourself. I used a blend of MakeHuman and Blender to customize my humanoid. It made me realize the ease of creating yourself in order to see how you look in augmented reality. I do think on the other hand however that most people would not like to spend so much time. That is why I think having options to customize yourself will be limited in terms of how many people would do that. An idea I had regarding someone using this application is by having them upload a video of their face and having special software convert their reality into a virtual version of themselves in order to display in their augmented reality.

When I think about the future of these make believe realities, it makes me think about gaming and entertainment today. I think that people would like to literally interact with a figure in augmented reality that looks like them, whether it is small or life size. The reason I believe this is because when you look at character customization and development in today's gaming industry, people usually choose between two routes: making their character look as close as possible to themselves, or, making their character look as the person they would want to be.

Whether people would be more interested in interacting with small versions or life size versions of themselves, I believe it would all depend on the applications. For example, I think having a small version of yourself would be very interesting to control and see it walk on your desk and do various tasks. On the other hand, having a life size version of yourself would be awesome for something such as having a conversation. An idea that comes to mind is having something such as CleverBot intertwined with your life size version. The concept would be that you can have a conversation with yourself because CleverBot uses artificial intelligence to hold a conversation in real time.

Without having a public interest in products such as the augmented reality glasses, it would obviously be more difficult to market and sustain such a production. In the end, I believe that as production for augmented reality becomes cheaper and cheaper for everyday people to be able to afford, more investments will go into research and design for companies that dedicate themselves to creating and bringing new experiences to the public.

Sources:

Statista: <https://www.statista.com/statistics/591181/global-augmented-virtual-reality-market-size/>