Advantages and Disadvantages of Virtual Reality/Augmented Reality

       During class we tried various ways to experience Virtual Reality and Augmented Reality. To experience Virtual Reality and Augmented Reality we used our mobile devices, a HTC Vive, Microsoft HoloLens, and CAVE2. One of the things that was introduced was a mobile app called Quiver. How this app works is there are special pages that the user can print and that make use of the user's camera. Using the camera the app creates a 3D model of whatever object was on the paper. Each page was coded to different things like a dragon that you can play soccer with.

       Another way to experience Augmented Reality on our mobile devices was to use Google Cardboard and use the NyTimes app, NYTvr. Using the app and device you were able to experience 360 video. I experienced a video where we were swimming in an ocean.

       I think the advantages of experiencing Virtual Reality and Augmented Reality with mobile devices is that it is cheap. Most people already have a smart phone. These apps are free and the Google Cardboard devices are available at as low as $5. The disadvantages in my opinion are that you don't get a deep experience. I think that only comes with having noise-canceling headphones paired with a device that can sit on your head.