AR/VR/MR Expert Interview (45 mins)

1. Who we are/Background and context for this interview (5 mins)

2. How do you usually explain **AR** to your students/clients?
   a. What examples do you use to illustrate what **AR** is and what it is not? (5 mins)

3. How do you usually explain **VR** to your students/clients?
   a. What examples do you use to illustrate what **VR** is and what it is not? (5 mins)

4. How do you usually explain **MR** to your students/clients?
   a. What examples do you use to illustrate what **MR** is and what it is not? (5 mins)

5. What are the relevant aspects of reality when talking about MR? (10 minutes)
   a. Is listening to music MR? Why?
   b. In Tilt Brush, the user sees a completely virtual environment, but the motion of their hands is translated from the real into the virtual environment. Is this VR or MR? Why?
   c. When playing Super Mario Bros., Mario jumps when you push a button on the controller. Technically, this is a translation of a real-world motion into a virtual environment. Is this MR? Why or why not?

6. Think 5 years / 10 years into the future. Will it still make sense to distinguish between AR, MR, and VR? (5 mins)

7. Is it useful to have a single definition for MR at all? (5 mins)
   a. If so, what do you think would be the most useful definition in the context of HCI research?

8. Final Question: What is XR? (5 mins)