1. In under 100 words, as covered in our lectures, which two prominent industries played pivotal roles in driving the early development of AR/VR technologies? Explain your answer.

Answer:

In the early development of AR/VR technologies, two prominent industries, video games, and healthcare, played crucial roles. The video game industry was at the forefront of pushing the boundaries of AR/VR. Game developers embraced these technologies to create immersive and interactive gaming experiences, driving innovation in hardware and software. On the other hand, the healthcare industry leveraged AR/VR for training, medical simulations, and 3D medical imaging. These applications not only improved medical education but also enabled surgeons to practice and plan complex procedures. Both industries significantly contributed to the advancement and wider adoption of AR/VR technologies.

1. Answer:

In any VR application the user is immersed in an interacting with the virtual environment, the user:

* Perceives
* Decides and
* Acts in this environment

**Perception:** In a VR application, users experience a computer-generated or lifelike environment through VR devices, perceiving visual and auditory elements. This immersive experience mimics reality, creating a strong sense of presence, making users feel like they are in a different place.

**Decision Making:** Within the virtual environment, users make decisions based on their perceived information. These choices can vary from simple selections to complex strategic decisions, impacting the VR experience's storyline, outcomes, and interactions.

**Actions:** Users in a VR environment engage through various actions, including physical movement, manipulation of virtual objects with controllers, or gestures and voice commands. These actions prompt responses, changing the state of the virtual world. Examples include picking up objects, opening doors, shooting targets, or performing tasks aligned with the application's design.

1. VR as it provides highly immersive environment.
2. Benefits: Enhanced engagement

Better understanding

Different learning Scenarios

1. Easy to use

High quality

Control tools.