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:

The prominent industries that played pivotal roles in driving the early development of AR/VR technologies mentioned in the lecture are Video games, live events, Healthcare, Engineering, Real state, Retail, Military.

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

* Perceives
* Decides and
* Acts in this environment

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.*