

Apple Vision Pro

1. Discovery & Curiosity
Scene: The user sees an Apple keynote event where Tim Cook introduces the Vision Pro, showcasing its immersive AR/VR capabilities.
Thoughts: "This looks like the future of computing! Is this the next iPhone moment?"

2. Research & Decision Making
Scene: The user explores Apple's website, watches hands-on reviews, and learns about visionOS, eye tracking, and spatial apps.
Thoughts: "It's expensive, but if it can replace my laptop, it might be worth it!"

3. Purchase & Unboxing
Scene: The user picks up their Vision Pro at an Apple Store. A specialist helps fit it properly for comfort.
Thoughts: "This is premium! Feels like unboxing the future."

4. First Experience – Entering Spatial Computing
Scene: The user puts on the Vision Pro and sets up their eye tracking, hand gestures, and virtual workspace.
Thoughts: "I'm literally controlling this with my eyes and hands. No controllers? Mind-blowing!"

5. Productivity & Work Mode
Scene: The user places multiple floating Mac-sized screens around them, taking meetings and browsing in a distraction-free environment.
Thoughts: "This feels like working in Iron Man's lab! No more cluttered desk setups!"

6. Entertainment – Immersive Cinema
Scene: The user dims the virtual surroundings, turning their room into a massive 3D cinema to watch a movie.
Thoughts: "It's like having a private IMAX theater at home!"

7. Social & Communication
Scene: The user FaceTimes a friend using a realistic Persona avatar while multitasking in mixed reality.
Thoughts: "No webcam needed! This is next-level virtual interaction."

8. Gaming & Immersive Experiences
Scene: The user plays a fully interactive mixed-reality game, dodging virtual obstacles in their actual living room.
Thoughts: "This is beyond VR—feels like real-life gaming!"

