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Wearable augmented reality/virtual reality (AR/VR) tech was once minimal more than the subject of science fiction films and computer games, yet in the past few years, they've exploded into life. It's predicted that AR/VR will completely revolutionize not just shopping and entertainment, yet the way in which we communicate, socialize, and interact with the world around us. While Facebook's Oculus and Google Glass are the two most notable AR/VR items, the client experience has been unsuitable - either burdensome, socially disconnecting headsets or cyborg goggles that offered restricted worth. The genuine blast will show up when wearable AR/VR tech is subtle and simple to take and utilize anyplace.

Whenever that is done, AR/VR will be in gigantic interest with those hoping to make their lives boundlessly more straightforward. The people who contribute early may well see immense returns. A later report from him cites sources claiming the AR glasses are still in very early development and won't come out until at least 2023, but will be preceded by an Apple VR headset that could come in 2022. From everyday consumers to international brands, augmented reality has become a key technology for global businesses, marketers and end-users alike. On the brand side, AR is a major component in popular apps and platforms. For example, companies like Snapchat have long been tapping AR to draw users to its platform, and Snap in particular continues to do so with upgrades like new interactive lenses. Set to lead the future of AR, Innovega is creating contact lenses and glasses that provide augmented and virtual reality experiences. That means enjoying AR/VR wherever you go, no heavy headset or handheld devices required.