

## What's Really Happening with Augmented Reality?

David Kelly, The Learning Guild

Presented by

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Is AR the right solution for your organization?

No.

# THANK

YOU

Enjoy the rest of the conference!





Is AR the right solution for your organization?

No.















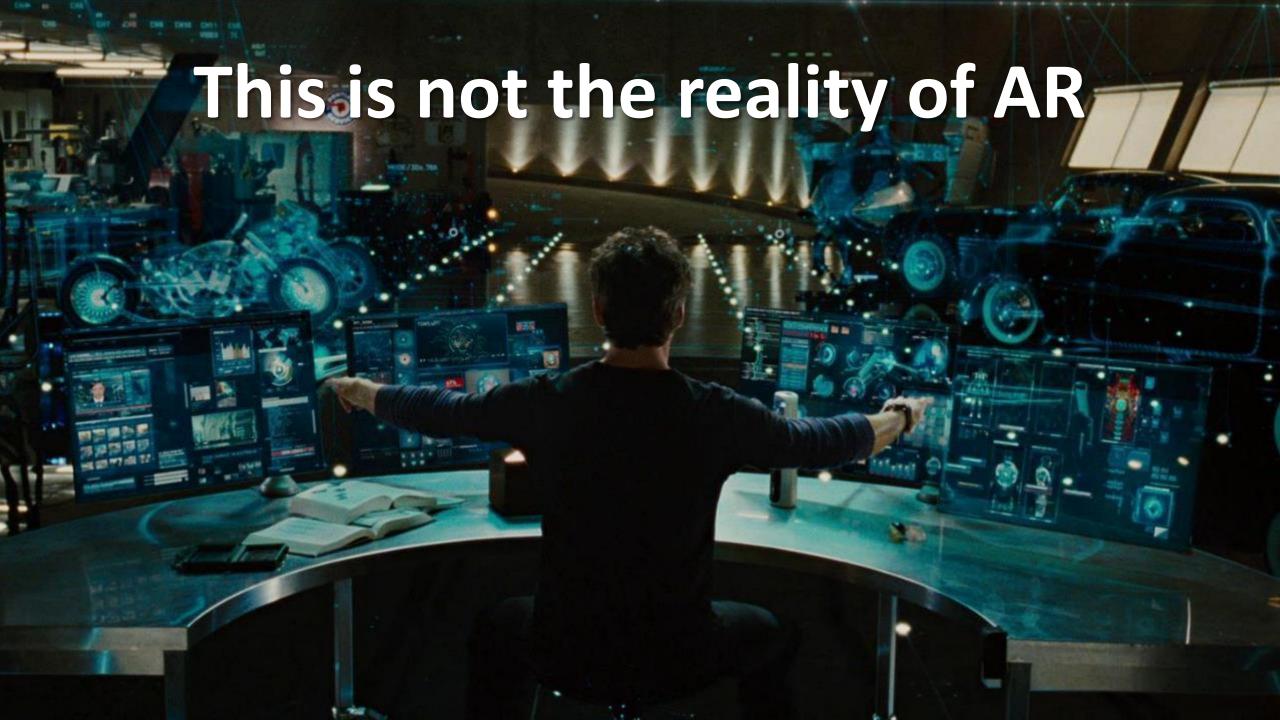












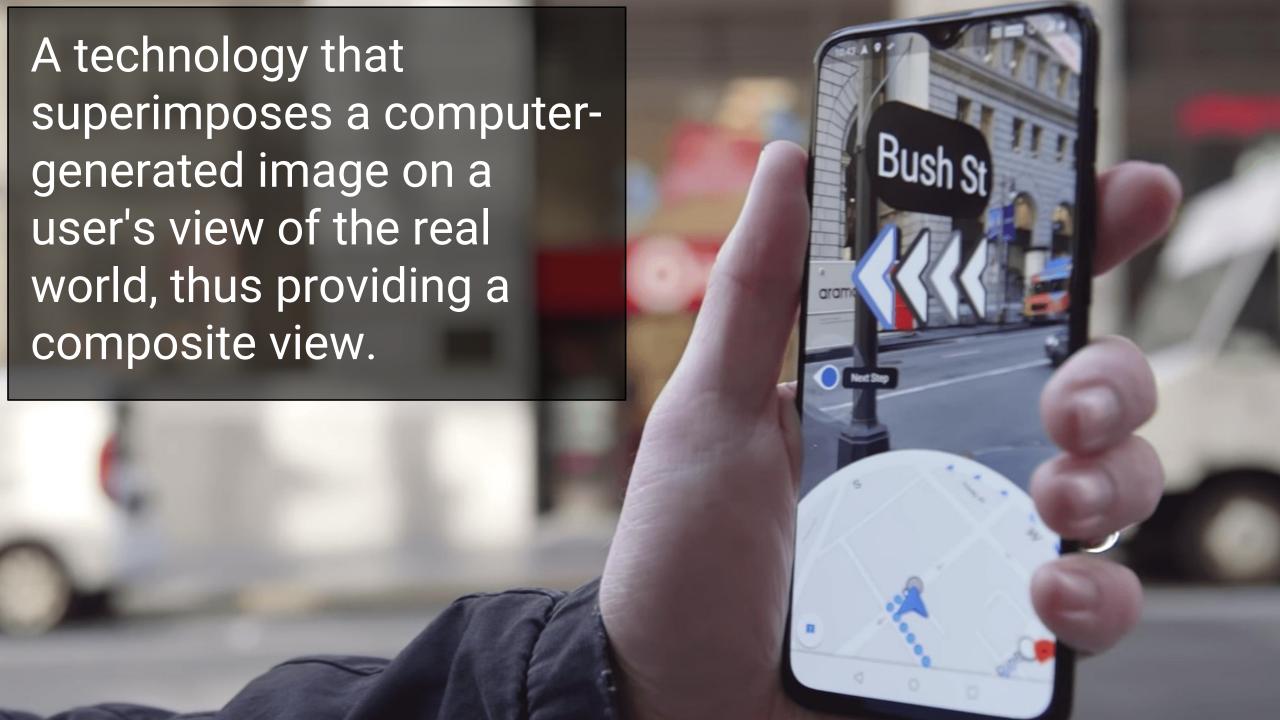


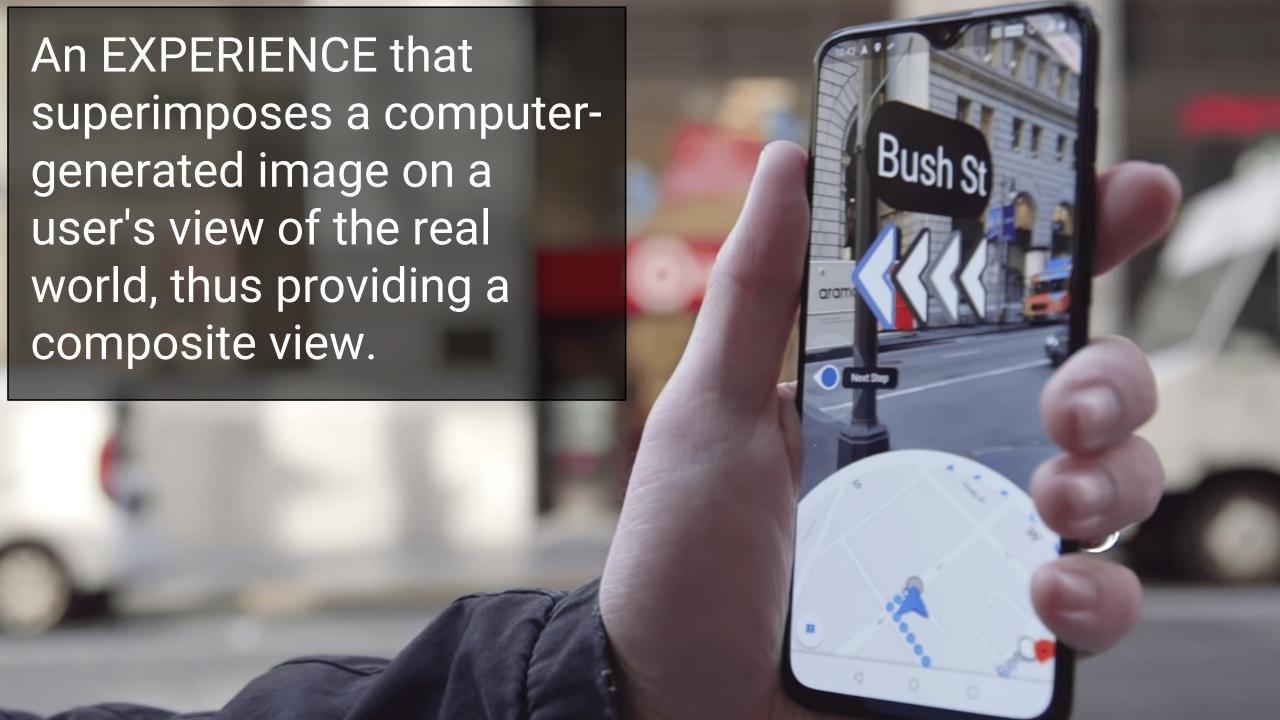
Will AR be a viable solution for your organization in the future?

Maybe.

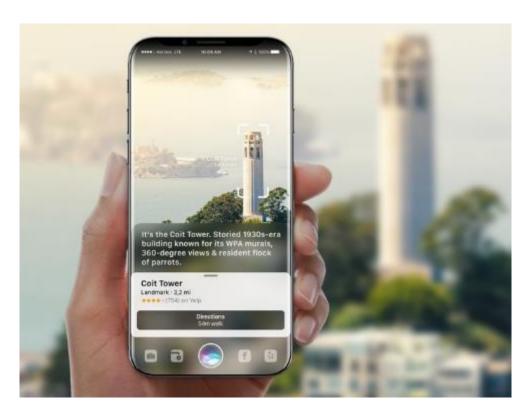




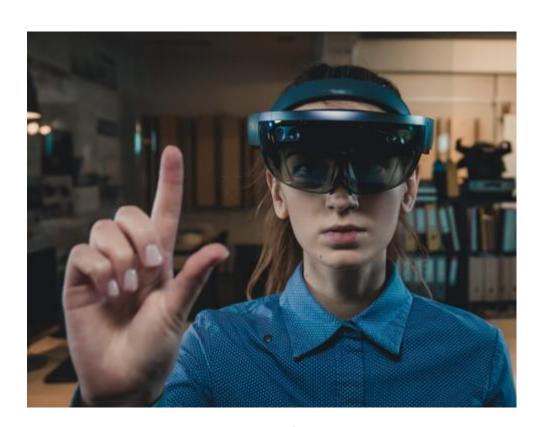




# **Two General Types of AR**



Smartphone



Headset



# **Smartphone AR**

 Leverages existing smartphones, making AR available to a rapidly growing number of people



# **Smartphone AR**

- Mostly consumer applications to date
- Types of applications and experiences are rapidly expanding



## **Smartphone AR**

 Familiar user interfaces minimize barriers to entry

- Wearable AR Market is still emerging
- Wide variety of hardware options creates unique adoption challenges



- Current focus is on enterprise applications
- Greatest potential is on the ability to free one's hands



 New 3D gesture interfaces add to the user adoption challenges



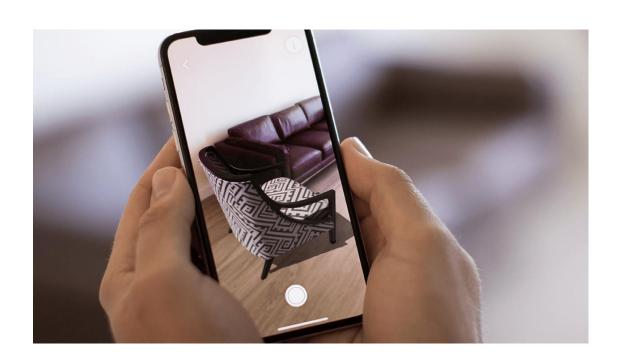
 Headsets' current form factor is still a barrier to normalization and mainstream adoption



# **Types of AR Content**



Marker-Based



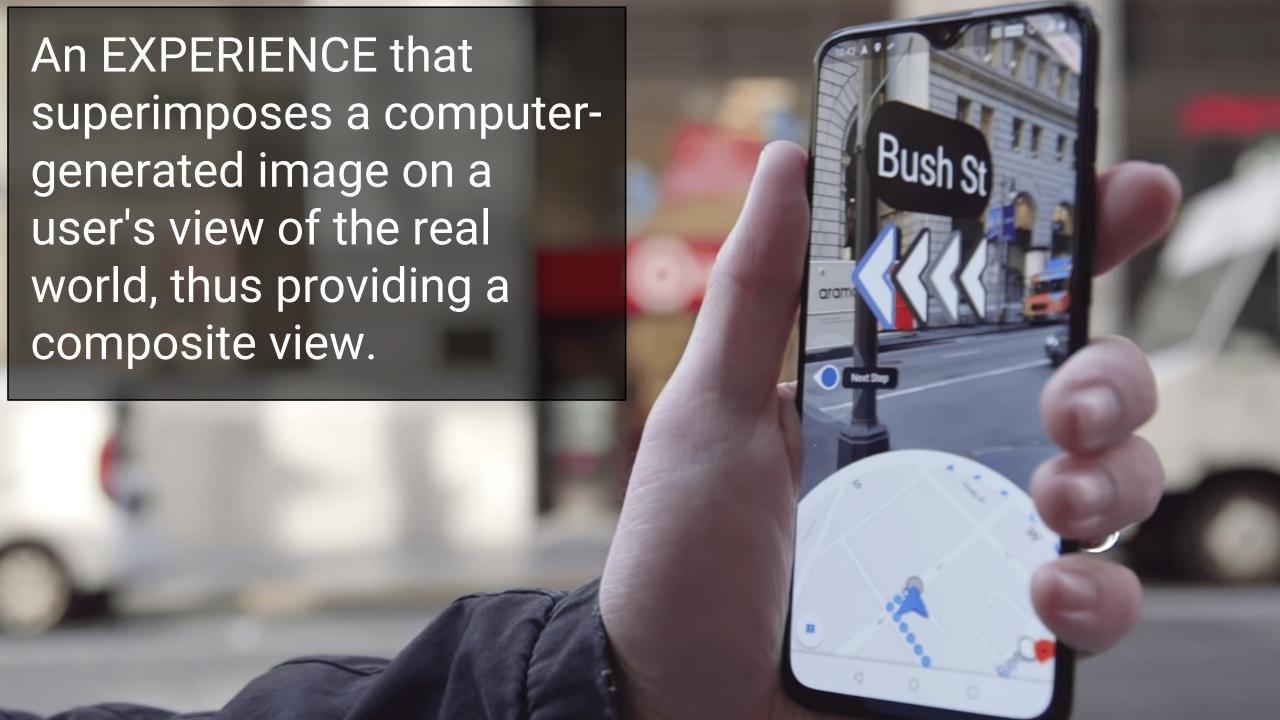
Marker-Less





"AR" Isn't Specific Enough Anymore







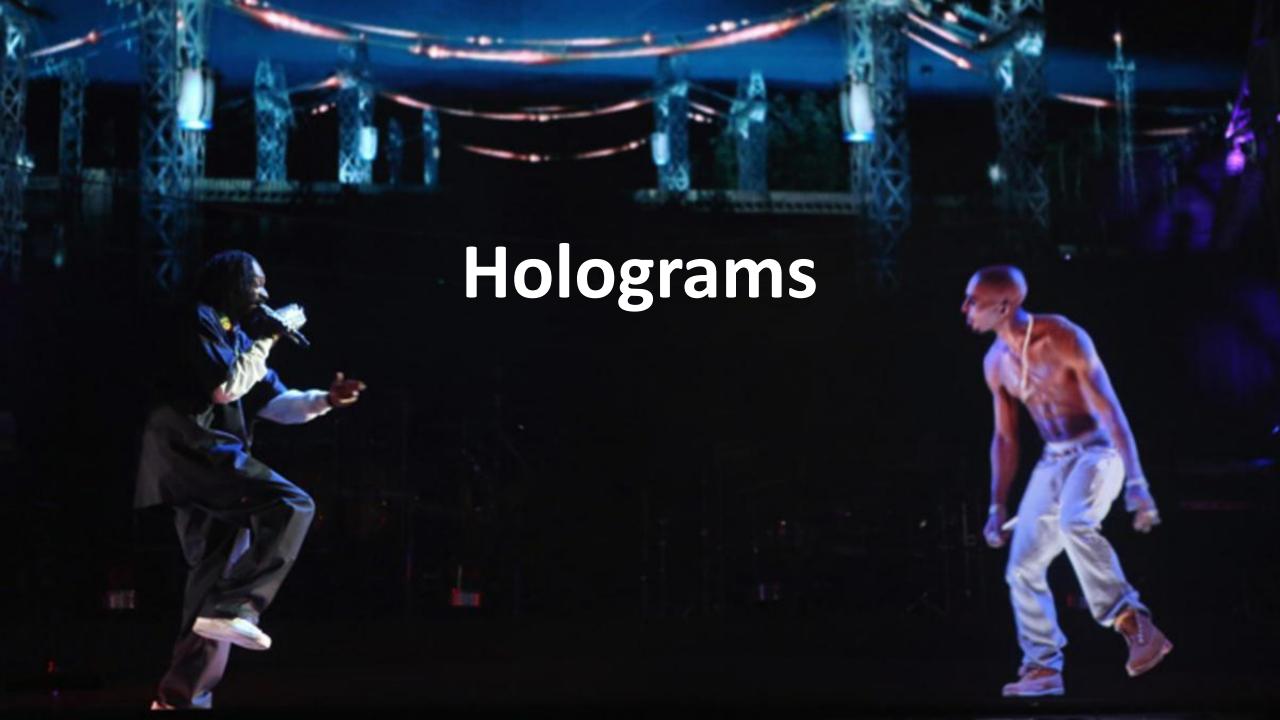




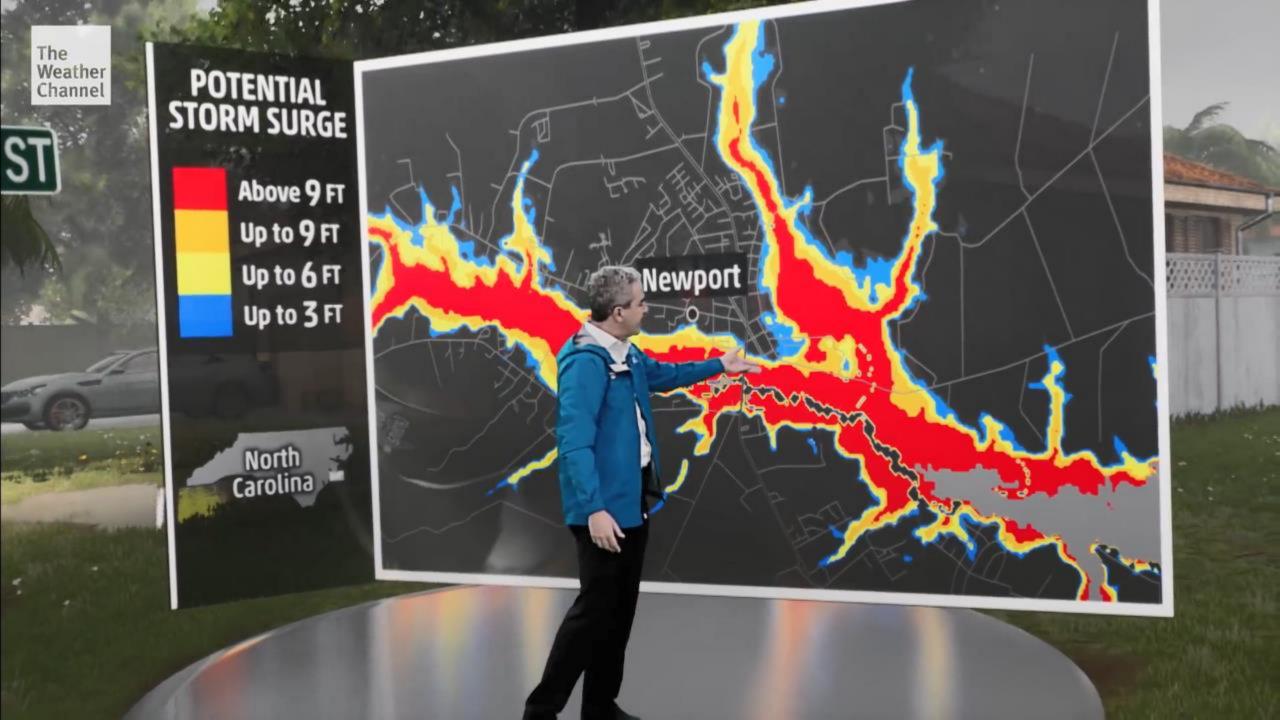


## **Augmented Audio** (Hearables)



























## Current Applications of Augmented Reality





















