



VS.



AUGMENTED REALITY

Learners to stay connected with reality but explain/demonstrate some elements virtually.



VIRTUAL REALITY

Learners are disconnected from reality and learn in a completely virtual environment.



When to use AR

AR Partially immerses a user.



When to use VR

VR fully immerses a user.



AR overlays multi-media on top of real-world environments.



VR take users into a simulated world by stimulating haptic and auditory.



AR creates a blend between virtual and real world by adding to the user's vision.



VR replaces user's vision and creates a virtual world for them to interact with



AR can be accessed using Mobiles phones, Smart Glass and HoloLens.

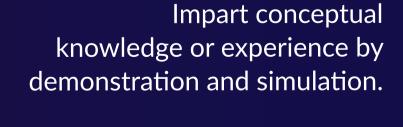






performance support or learning support systems.

To develop job aids,







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