



AUGMENTED REALITY

Learners 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.

VR need HMD devices like Oculus Quest, Quest 2, HTC Vive, Sony PS VR etc.



To develop job aids, performance support or learning support systems.

Impart conceptual knowledge or experience by demonstration and simulation.



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