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What Next For
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Unveiled What's Next
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What Can We Learn
from Augmented
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Award-winning UK
Augmented Reality
company INDE had a
busy year

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~~Trends In Practice (2):~~

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~~Cloud and Edge~~

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~~(AR) and Virtual~~

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According to Gartner, augmented reality has matured so rapidly that it is no longer considered an emerging technology anymore. In a recent statement, Gartner's team explained that this framework intends to

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be dynamic due to the wide variety of technologies tracked.

~~Augmented Reality
Disappeared From
Gartner's Hype Cycle~~



Modern mobile augmented-reality systems use one or more of the following motion tracking technologies: digital

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cameras and/or other optical sensors, accelerometers, GPS, gyroscopes, solid state compasses, radio-frequency identification (RFID). These technologies offer varying levels of accuracy and precision.

~~Augmented reality~~
~~Wikipedia~~

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Augmented and virtual reality (AR/VR) are emerging technologies with tremendous market opportunity. But with technology challenges and the absence of a "killer app," there is still a need for innovation and investment before AR/VR can go mainstream.

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Augmented
~~Three Technology~~
~~Reality AI~~
~~Trends Supercharging~~
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~~Augmented Reality ...~~
Augmented Reality
Software Market
CAGR of 58.20%
Emerging
Technologies and
Opportunities by 2026
| Key Players Are
Atheer, Augmate
Corporation, Hewlett-
Packard

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Development, Blippar,
Catchoom, DAQRI,
EON Reality,
Immerseport

Technologies

~~Augmented Reality
Software Market~~

~~CAGR of 58.20%~~

~~Emerging ...~~

2019 was a growth
year for virtual and
augmented reality
(VR/AR) known
collectively as

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extended reality (XR).

The presence of these breakthrough technologies began to be felt far away from the...

~~The 5 Biggest Virtual
And Augmented
Reality Trends In
2020 ...~~

Augmented
Reality/Virtual Reality
AR and VR transform

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how people engage with machines, data and each other. The enterprise is using mixed reality, AI and sensor technologies to enhance execution...

~~Top 10 emerging technologies of 2020: Winners and losers ...~~

XR is an emerging umbrella term for all

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the immersive technologies. The ones we already have today—augmented reality (AR), virtual reality (VR), and mixed reality (MR) plus those that are still to...

~~What Is Extended
Reality Technology?
A Simple Explanation~~



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Written by a team of world-renowned artists, researchers and practitioners - all pioneers in using augmented reality based creative works and installations as a new form of art - this is the first book to explore the exciting new field of augmented reality art and its enabling

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technologies.

~~Augmented Reality
Art From an
Emerging Technology
to a ...~~

"AR will be the interface for the Internet of things," said Greg Kipper, author of "Augmented Reality: An Emerging Technologies Guide to AR." "It is a

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transition time, like
from the command
line ...

~~The next big thing in
tech: Augmented
reality - CNET~~

Innovations In
Agriculture With
Emerging
Technologies Like
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ARandVRTech
October 28, 2020

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Agriculture industry can make good use of innovative and immersive technology like augmented reality to transform operational as well as business

~~Augmented & Virtual
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Immersive
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Augmented reality

According to the very famous market

analysis company

Gartner, Augmented

Reality is no more an

“emerging”

technology, but it has graduated as a

mature one.

~~Augmented reality is reaching a mature state according to ...~~

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Welcome to the course "Augmented Reality & Video Service Emerging Technologies." The level of AR (Augmented Reality) and advanced video & multimedia technology included in a product is what determines the level of value and luxury.

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~~AR (Augmented
Reality) & Video
Streaming Services
Emerging ...~~

Augmented Reality:
An Emerging
Technologies Guide
to AR [Kipper, Greg,
Rampolla, Joseph] on
Amazon.com. *FREE*
shipping on qualifying
offers. Augmented
Reality: An Emerging
Technologies Guide

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~~Augmented Reality:
An Emerging
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to AR ...~~

Augmented Reality (AR) is an emerging form of experience in which the Real World (RW) is enhanced by computer-generated content tied to specific locations and/or

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activities. Over the last several years, AR applications have become portable and widely available on mobile devices.

~~Emerging
Technologies: IoT,
Augmented Reality
and Virtual ...~~

Few new technologies fit this description better than virtual

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reality and augmented reality. The video game industry has played a major role in embedding these trends into popular culture.

~~Understanding
Emerging Technology
—Virtual Reality—~~

Press Release

Augmented Reality

Software Market

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CAGR of 58.20%

Emerging
Technologies and
Opportunities by 2026

| Key Players Are
Atheer, Augmate
Corporation, Hewlett-
Packard
Development, Blippar
...

With the explosive

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growth in mobile phone usage and rapid rise in search engine technologies over the last decade, augmented reality (AR) is poised to be one of this decade's most disruptive technologies, as the information that is constantly flowing around us is brought into view, in real-time,

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through augmented reality. In this cutting-edge book, the authors outline and discuss never-before-published information about augmented reality and its capabilities. With coverage of mobile, desktop, developers, security, challenges, and gaming, this book gives you a

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comprehensive
understanding of what
augmented reality is,
what it can do, what is
in store for the future
and most importantly:
how to benefit from
using AR in our lives
and careers.

Educates readers
how best to use
augmented reality
regardless of industry
Provides an in-depth

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Understanding of AR
and ideas ranging
from new business
applications to new
crime fighting
methods Includes
actual examples and
case studies from
both private and
government
application

"This book provides a
good grounding of the

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main concepts and terminology for Augmented Reality (AR), with an emphasis on practical AR techniques (from tracking-algorithms to design principles for AR interfaces). The targeted audience is computer-literate readers who wish to gain an initial understanding of this

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exciting and emerging
technology"--Provided
by publisher.

With the current
advances in
technology
innovation, the field of
medicine and
healthcare is rapidly
expanding and, as a
result, many different
areas of human
health diagnostics,

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treatment and care are emerging. Wireless technology is getting faster and 5G mobile technology allows the Internet of Medical Things (IoMT) to greatly improve patient care and more effectively prevent illness from developing. This book provides an overview and review of the

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current and anticipated changes in medicine and healthcare due to new technologies and faster communication between users and devices. This groundbreaking book presents state-of-the-art chapters on many subjects including: A review of the implications of VR

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and AR healthcare applications A review of current augmenting dental care An overview of typical human-computer interaction (HCI) that can help inform the development of user interface designs and novel ways to evaluate human behavior to responses in virtual reality (VR)

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and other new
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stroke monitoring &
rehabilitation robotics
control Mobile doctor
brain AI App An
artificial intelligence

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mobile cloud
computing tool
Development of a
robotic teaching aid
for disabled children
Training system
design of lower limb
rehabilitation robot
based on virtual
reality

Written by a team of
world-renowned
artists, researchers

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and practitioners - all pioneers in using augmented reality based creative works and installations as a new form of art - this is the first book to explore the exciting new field of augmented reality art and its enabling technologies. As well as investigating augmented reality as

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A novel artistic medium the book covers cultural, social, spatial and cognitive facets of augmented reality art. Intended as a starting point for exploring this new fascinating area of research and creative practice it will be essential reading not only for artists, researchers and

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technology developers, but also for students (graduates and undergraduates) and all those interested in emerging augmented reality technology and its current and future applications in art.

Augmented Reality (AR) is the blending of digital information in a

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real-world
environment. A
common example can
be seen during any
televised football
game, in which
information about the
game is digitally
overlaid on the field
as the players move
and position
themselves. Another
application is Google
Glass, which enables

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users to see AR graphics and information about their location and surroundings on the lenses of their "digital eyewear", changing in real-time as they move about.

Augmented Reality Law, Privacy, and Ethics is the first book to examine the social, legal, and ethical

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issues surrounding AR technology. Digital eyewear products have very recently thrust this rapidly-expanding field into the mainstream, but the technology is so much more than those devices. Industry analysts have dubbed AR the "eighth mass medium" of

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communications.

Science fiction movies have shown us the promise of this technology for decades, and now our capabilities are finally catching up to that vision. Augmented Reality will influence society as fundamentally as the Internet itself has done, and such a

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powerful medium cannot help but radically affect the laws and norms that govern society. No author is as uniquely qualified to provide a big-picture forecast and guidebook for these developments as Brian Wassom. A practicing attorney, he has been writing on AR law since 2007

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and has established himself as the world's foremost thought leader on the intersection of law, ethics, privacy, and AR. Augmented Reality professionals around the world follow his Augmented Legality® blog. This book collects and expands upon the best ideas expressed

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in that blog, and sets them in the context of a big-picture forecast of how AR is shaping all aspects of society. Augmented reality thought-leader Brian Wassom provides you with insight into how AR is changing our world socially, ethically, and legally. Includes current examples, case

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studies, and legal cases from the frontiers of AR technology. Learn how AR is changing our world in the areas of civil rights, privacy, litigation, courtroom procedure, addition, pornography, criminal activity, patent, copyright, and free speech. An invaluable reference guide to the

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impacts of this cutting-edge technology for anyone who is developing apps for it, using it, or affected by it in daily life.

Augmented Reality (AR) blurs the boundary between the physical and digital worlds. In AR's current exploration phase, innovators are

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beginning to create compelling and contextually rich applications that enhance a user's everyday experiences. In this book, Dr. Helen Papagiannis—a world-leading expert in the field—introduces you to AR: how it's evolving, where the opportunities are, and

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where it's headed. If you're a designer, developer, entrepreneur, student, educator, business leader, artist, or simply curious about AR's possibilities, this insightful guide explains how you can become involved with an exciting, fast-moving technology. You'll explore how:

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Computer vision,
machine learning,
cameras, sensors,
and wearables
change the way you
see the world Haptic
technology syncs
what you see with
how something feels
Augmented sound
and hearables alter
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and engage users
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can augment their
bodies with electronic
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controlled interfaces
Human avatars can
learn our behaviors

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and act on our behalf

Reality An
Emerging
With the current
advances in

Technologies
Guide To AI
technology
innovation, the field of
medicine and

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result, many different
areas of human
health diagnostics,
treatment and care
are emerging.

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Wireless technology is getting faster and 5G mobile technology allows the Internet of Medical Things (IoMT) to greatly improve patient care and more effectively prevent illness from developing. This book provides an overview and review of the current and anticipated changes

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in medicine and healthcare due to new technologies and faster communication between users and devices. This groundbreaking book presents state-of-the-art chapters on many subjects including: A review of the implications of VR and AR healthcare applications A review

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mobile cloud
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Development of a
robotic teaching aid
for disabled children
Training system
design of lower limb
rehabilitation robot
based on virtual
reality

"The goal of this book
is to show how to put
Virtual Reality in
action by linking
academic and

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informatics
researchers with
professionals who use
and need VR in their
day-a-day work, with
a special focus on
healthcare
professionals and
related areas for the
purpose of
exchanging the
knowledge,
information and
technology from the

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international
communities in the
area of VR, AR and
XR"--

Technologies

State-of-the-Art
Virtual Reality and
Augmented Reality
Knowhow is a
compilation of recent
advancements in
digital technologies
embracing a wide
arena of disciplines.

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Amazingly, this book presents less business cases of these emerging technologies, but rather showcases the scientific use of VR/AR in healthcare, building industry and education. VR and AR are known to be resource intensive, namely, in terms of hardware and

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wearables - this is covered in a chapter on head-mounted display (HMD). The research work presented in this book is of excellent standard presented in a very pragmatic way; readers will appreciate the depth and breadth of the methodologies and discussions about the

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findings. We hope it serves as a springboard for future research and development in VR/AR and stands as a lighthouse for the scientific community.

This book gathers papers on interactive and collaborative mobile learning environments,

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assessment,
evaluation and
research methods in
mobile learning,
mobile learning
models, theory and
pedagogy, open and
distance mobile
learning, life-long and
informal learning
using mobile devices,
wearables and the
Internet of Things,
game-based learning,

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dynamic learning experiences, mobile systems and services for opening up education, mobile healthcare and training, case studies on mobile learning, and 5G network infrastructure. Today, interactive mobile technologies have become the core of many—if not all—fields

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of society. Not only do the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions introduced on a nearly daily basis also boost this trend. Discussing and assessing key trends in the mobile field

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were the primary aims of the 13th International Conference on Interactive Mobile Technologies and Communication Technologies and Learning (IMCL2019), which was held in Thessaloniki, Greece, from 31 October to 01 November 2019. Since being founded in 2006, the

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conference has been devoted to new approaches in interactive mobile technologies, with a focus on learning. The IMCL conferences have since become a central forum of the exchange of new research results and relevant trends, as well as best practices. The book's intended

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