

AR/VR Enhances Workflows, Fuels Collaboration, and Improves Decision Making

Panel



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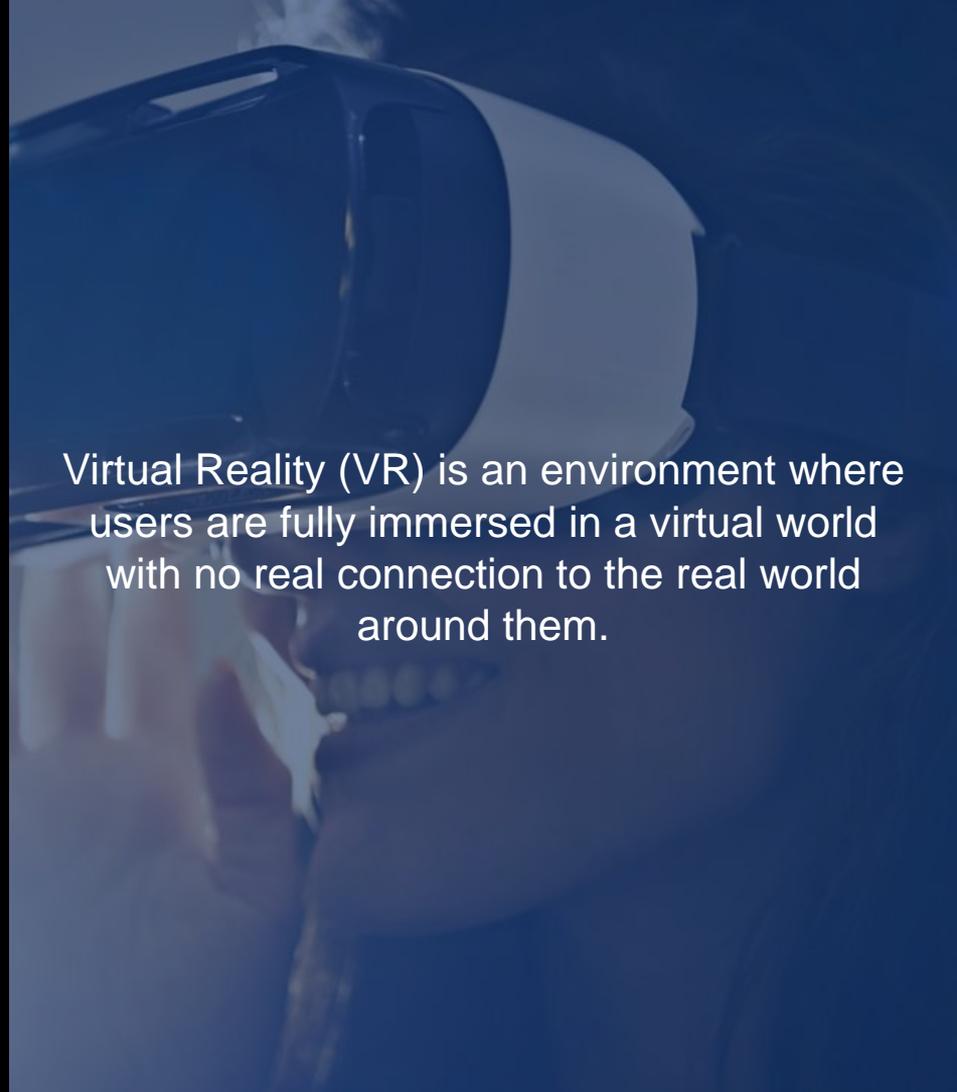
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A close-up profile of a man wearing futuristic, transparent AR glasses. The glasses display various digital overlays, including a circular gauge, a hexagonal pattern, and a grid. The background is a blurred city street at night with colorful bokeh lights.

XR (eXtended Reality) is an overarching umbrella that includes AR, VR, and MR technologies.

A man wearing AR glasses is shown from the chest up. He is looking at a digital interface overlaid on his view. The interface includes a circular gauge, a grid, and various data points. The background is a blurred indoor setting, possibly a control room or a laboratory.

Augmented Reality (AR) layers virtual elements over the physical world, thereby augmenting the real world as opposed to presenting a new reality as VR does.

A person wearing a VR headset is shown from the chest up. The headset is black and white. The person is looking down, and their hands are visible, suggesting they are interacting with a virtual environment. The background is a blurred indoor setting.

Virtual Reality (VR) is an environment where users are fully immersed in a virtual world with no real connection to the real world around them.

How did you get started in your AR/VR journey?

How has XR changed your work?

What do you predict will happen in the next 5 to 10 years?



Describe the greatest challenges our industry faces moving forward.

Why is XR the most important investment for teams now?



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