

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

Panel



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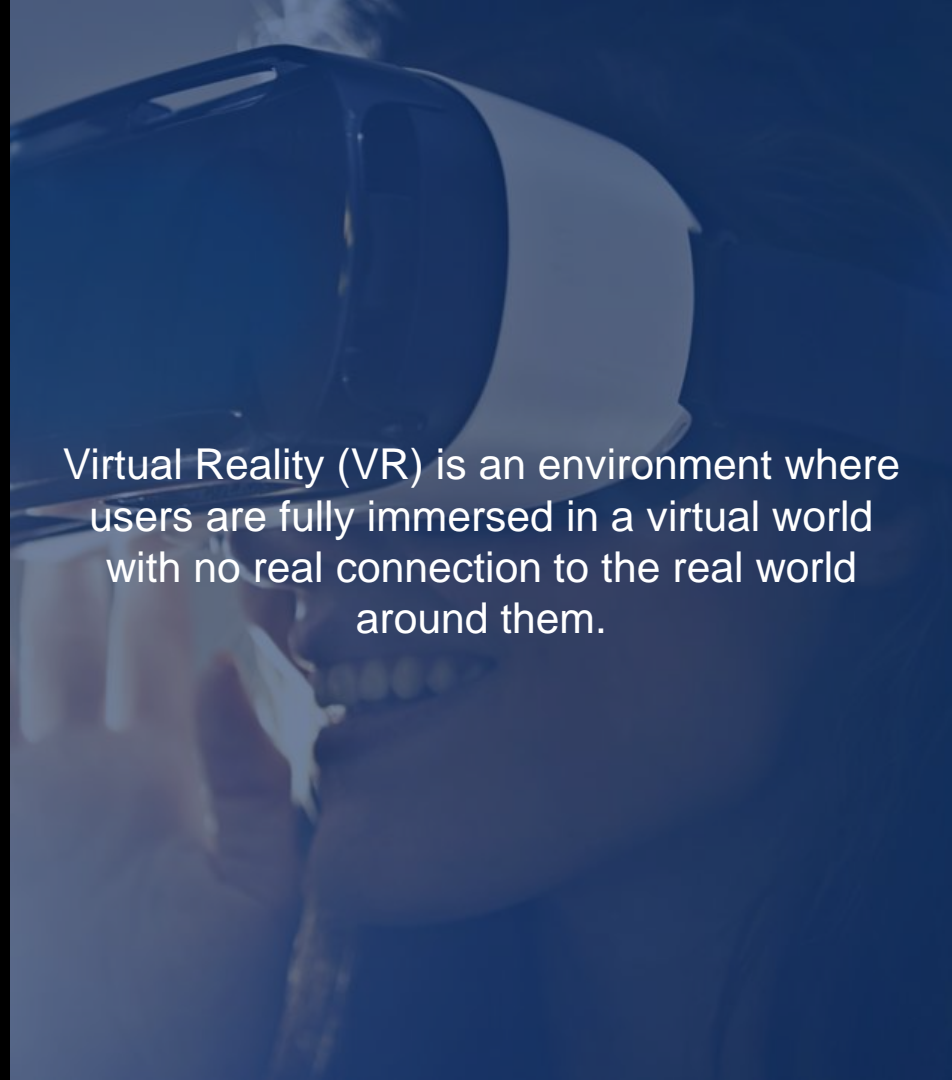
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A close-up of a man's face wearing transparent AR glasses. The lenses display futuristic digital overlays, including a circular gauge and various icons. The background is a blurred city scene with purple and blue bokeh lights.

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

A woman wearing AR glasses is shown from the chest up. She is interacting with a large, semi-transparent digital interface that displays various charts, graphs, and data points. The background is a blurred office or laboratory setting.

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 is shown from the chest up, wearing a white and black VR headset. They are holding a white controller in their right hand. 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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