"EMERGING TECHNOLOGY-AUGMENTED AND VIRTUAL REALITY (AR/VR)"

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Now a days, traditional systems are either automated or digitized and are driven by emerging technologies. Among these, Augmented Reality and Virtual Reality are emerging as leading Education Technology (EdTech). Aaugmented Reality (AR) provides immersive experience by superimposing digital contents in the real-world environment while Virtual Reality (VR) creates totally artificial fictional environment.

The popular software used for generating AR/VR contents are Unity, Unreal, AR Core etc. AR needs basic hardware like smart phone to deliver the AR contents, while VR needs specialised hardware like Google cardboard, HTC Vive, Oculus quest etc. which are relatively much costlier.

Fig-1. AR App (Ref. https://skipfour.com)

*Fig-2. VR experience
(Ref. https:www.finedee.com)*

The AR and VR apps are now being used to convert the curriculum into digital content for better understanding of students of all ages. The technology also used for providing skill- based training to new employees on the complex mechanical and electrical systems as well as an be effectively used for the fault diagnosis of system. It has a lot of scope in culture and tourism, in which peoples can explore the various places in the world virtually. VR provides a platform for number of peoples to gather virtually for business meeting, family function etc. AR/VR is prominently used in medical sector for treating mental health problems.

In the era of 5G, the leading companies like Microsoft, Apple, Facebook, Google, Audi, Volkswagen, Samsung, Intel, HTC etc. are heavily investing the AR/VR technology. These technologies have proven to be leading innovation technology and analyst predict that a huge number of jobs in this field in the coming years. So as per expert in this field, one who specialize early in this field will dominate the field later.

Scan above QR Code to download the AR app	**Scan the above image using installed AR app to experience Augmented Reality technology.**