



Current Trends of Augmented Reality in Industry

Augmented reality (AR) is one of 9 main components in IR4.0 digital technologies. Based on World Economics forum predictions, in 2025 about 10% of people will be wearing clothes connected to the internet. There will be one Trillion sensors connected to the internet and about 80% of the world's population will have a connection to the internet. The most popular uses of AR will be the video games industry which is estimated around \$11.6 Billion in revenue while the lowest will be Education purposes which is estimated around \$7 Million. 9 out of 10 brands had plan to use AR in their campaigns and around \$15 Billion in revenue which projected by AR ads by 2022. AR will be highly used in the near future in education, communication business, healthcare, sports events and many more.

AR CORNER:

Jobs Creation

3 key areas where humans beat machines:

Creative Endeavours

Invent and develop original ideas

Social Interaction

Humans emotional intelligence

Physical Dexterity & Mobility

Physical activities gives humans extraordinary agility

AR as a solution

AR technology can help human beings in many aspects especially the impaired people. By adopting the AR technology it can help the disabled people to live their daily life conveniently using tablet or smartphone.

Reflection

AR is a relatively young technology but the endless possibilities make AR's future very bright. This technology will help countless people and future generation need to work together to help enhance, produce and commercialize this technology for the greater good of mankind.