

## Augmented reality, for the individual

- An extension of human faculties; for regular people and everyday contexts but also for those with disabilities and special context
- mobile sensors, next seamless, no need for affordances
- Personal, physical+cognitive --> knowledge, behavior ( physical 3D without Glasses; cognitive data and processing, the guy getting information about the girl and calculating)
- Changing behavior but also unaided capabilities: map-GPS-Google glasses-contact lenses

What next? affect, gamification, AR learning from human,AR recommending to the guy to be modest, morality Frank & Robot

## Augmented reality, for the interpersonal

- An extension of human faculties of two or more people engaged in communication and coproduction and ....
- Interpersonal: physical, cognitive, affective
  
- a doctor talking to a patient on a bed

What next , privacy...

## Augmented reality, augmented realities talking to each other

Talk to the wall. A patient in one room and sleeping nurse in another

What next? Social, legal, morality?

Technology **Design** Mananagement **Use Impact Policy**

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- Commerce
- Organizational and national  
governance
- Security
- Trust
- Privacy