Augmented reality is the combination of digital information with the real world. Some examples of augmented reality are Pokemon Go, HoloLens, and Meta 2. Augmented reality is often confused with virtual reality; however, the two are different in some very important ways. The most important difference between virtual and augmented reality is that virtual reality does not include the real world. While that is an obvious point, the combination of information with the real world will make augmented reality a necessity. As an Informatics major with a cognate in cognitive science, I am very interested in making information more useful and efficient for the human mind. In the information age access to digital information has catalyzed everyone and everything. Augmented reality will further the current advantages information technologies provide by increasing the possible applications and efficiency of information technology.

Meta 2 is an augmented reality device that was designed with the human brain in mind to be a “zero learning-curve computer” (Gribetz). Meta 2 projects holograms on its lense so that the user is immersed in digital information displayed as 3D content. Meta 2 allows its users to share and interact with information in the form of 3D holographic imagery. With 3D video calls Meta users can hand each other holograms. Meta 2 has changed the direction of augmented reality to focus on the human experience. In designing their operating system to be intuitive to the human brain, Meta 2 has anticipated and solved a problem before augmented reality devices have gone consumer facing. Through augmenting holographic images into their users field of view, products like Meta 2 have in turn augmented their users perception of their environment. In the brain, perception and visual imaging are thought to be processed in the same areas. This implies that augmented reality devices will have a major impact on cognition. Not only does this mean that augmented reality operating systems must be efficient for the brain but they need to be regulated. While some people are afraid of violent video games and some
people are afraid of agendas being imposed through media sources, those are just drops of water compared to the ocean of potential augmented reality devices can have to influence not only their user's opinions, but their cognitive derivative.

I see augmented reality evolving to become the go to interface for futuristic, human centered computing concepts; for example, the transfer of information from computer to brain and vice versa, holographic guides, AI, 3D architectural holograms, psychological evaluations, social evaluations, AI consulting, collaborative holographic creative environments and many more. One very personal idea I predict for augmented reality is that by viewing information in 3D it simplifies the process by which we perceive information. Growing up with dyslexia and ADHD, I was always a visual learner. If I could see a picture and visualize the idea I would not only struggle less but I would excel. In my Introduction to Cognitive Science class this year I found more support for my theory that the human brain thinks in 3D images. We had a discussion on mental rotation and how there is a correlation between the angle of change of two objects and the time it takes for a person to tell if they are the same object or not. We also discussed how the same areas in the brain which facilitate visual imagery also facilitate mental imagery and perception, suggesting that human cognition is based in visual imagery. This implies that augmented reality could be a more efficient environment for learning, communication, and creativity. Without considering all the applications of augmented reality, in its simplest form it makes information technology more efficient, not through a technical approach, but by catering to the thought process.

While there are added risks with augmented reality, the potential advantages of augmented reality are only limited by the creativity of its users. Computers are getting more and more efficient; however, augmented reality has put a new focus on making human computer interaction more efficient. Augmented reality will help people perceive information more efficiently by catering to the mind.

Works Cited
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