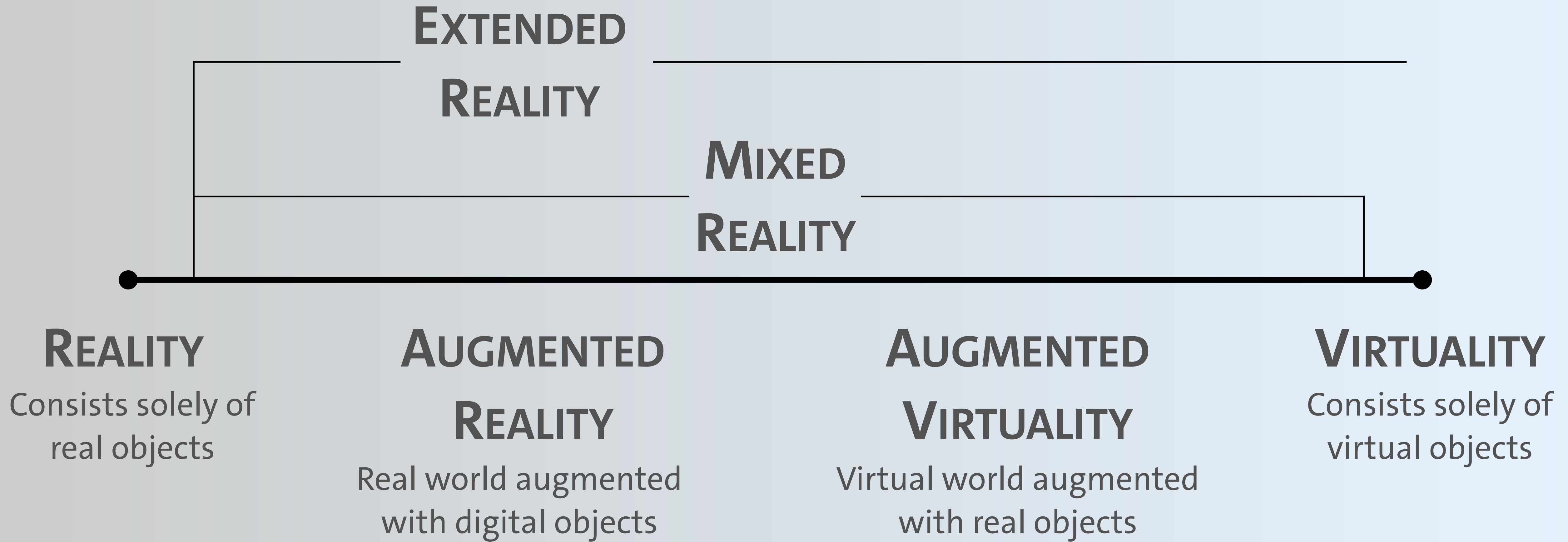




B(I)ending Real & Virtual Worlds

Prof. Dr. Frank Steinicke (he/his/him)
Human-Computer Interaction, Universität Hamburg

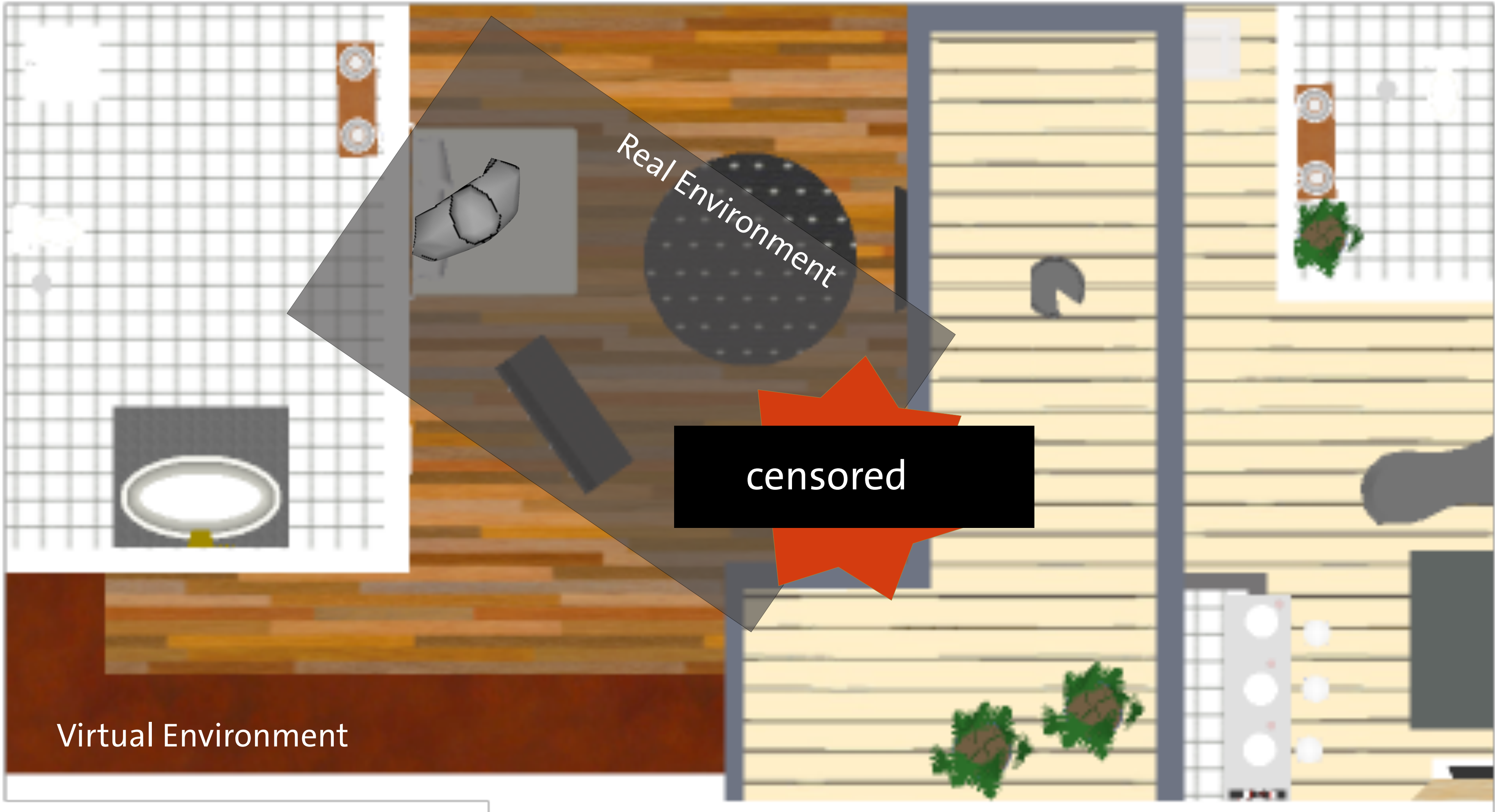




Oculus Quest 3, 2023



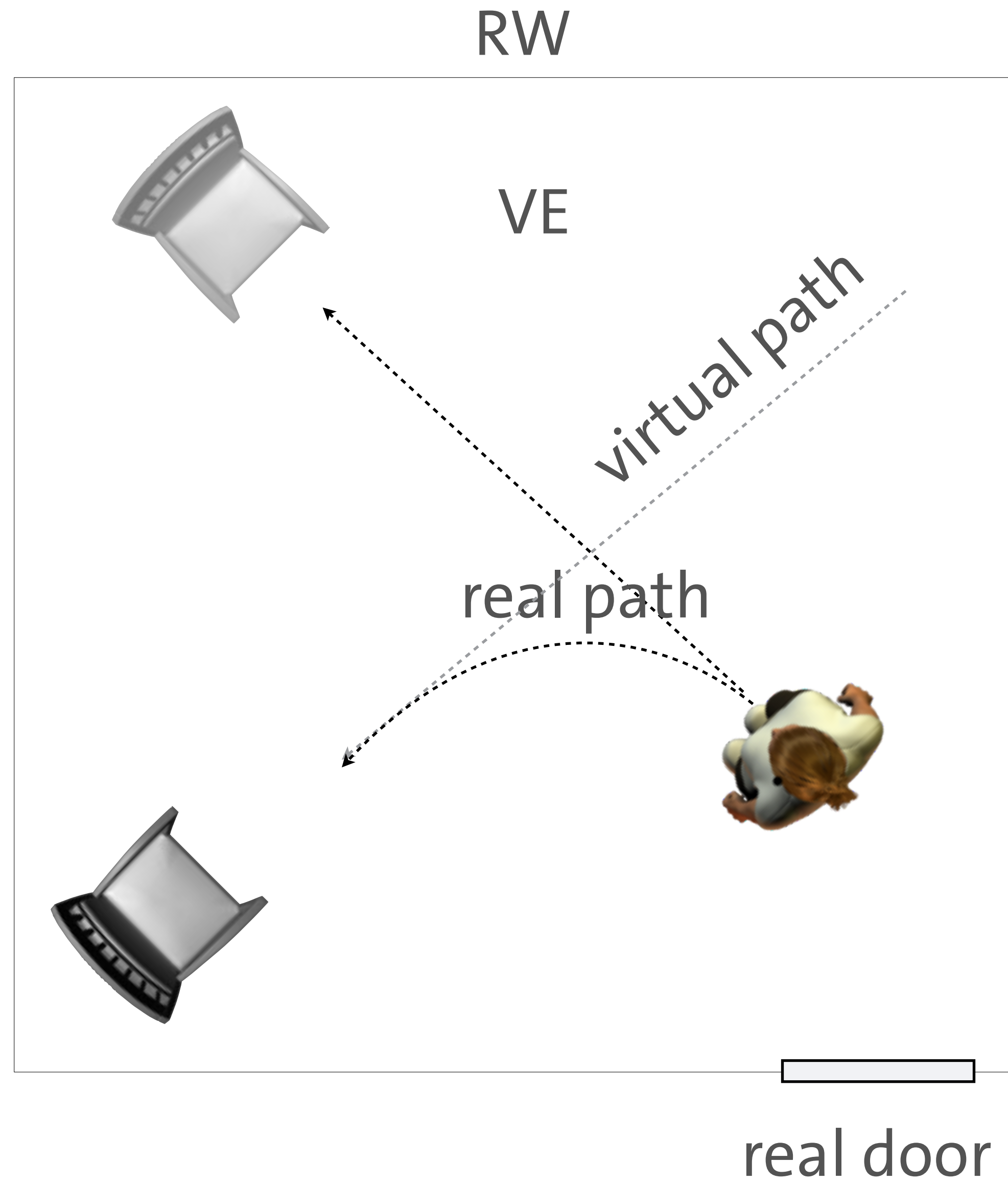
Apple Vision Pro, ~2024



censored

Real Environment

Virtual Environment





2-AFCT: “Did you walk to the *left* or *right* in the real world?”



[Razzaque, 2005]: ~86m

[Steinicke et al., 2010]: ~22m

[Gretchkin et al., 2016]: ~11.6m

Blended Realities

**Human
Intelligence**

Intelligence
Amplification

IA > AI
superceeds

Artificial
Intelligence

**Artificial
Intelligence**

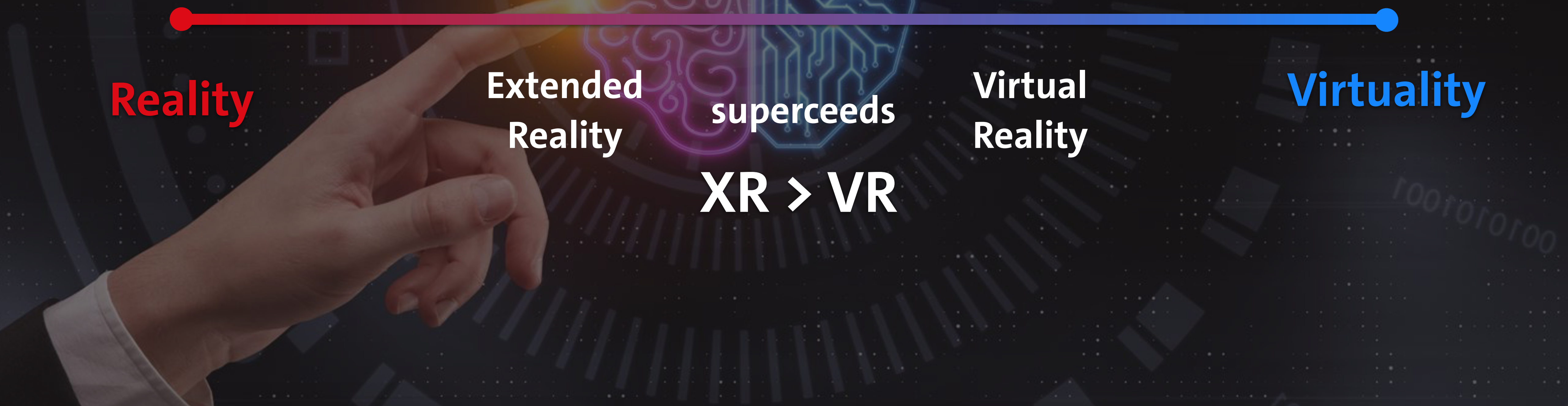
Reality

Extended
Reality

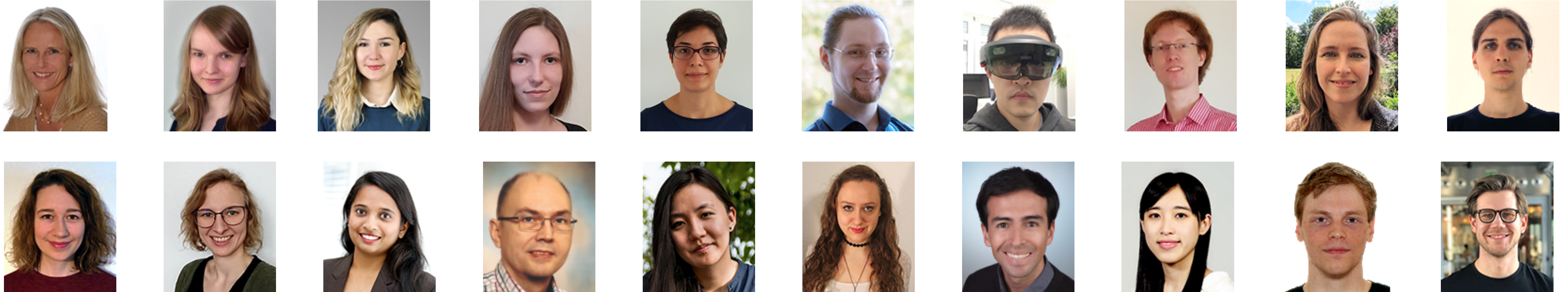
superceeds
XR > VR

Virtual
Reality

Virtuality



Discussion! / Questions?



 human-computer interaction

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