Augmented reality Parent Guide

Everything you need to know about augmented reality technology

What is it?

Augmented reality is the process of **enhancing the everyday world** with sensory technology.

Whereas virtual reality (VR) completely replaces your world with a simulated one, augmented reality (AR) adds to your everyday experience.

It's the difference between putting on a VR headset and having your room become a fantasy forest, and looking through AR glasses at your regular room but seeing fantasy creatures overlaid onto it.

AR can be used **through lots of different devices**. The technology works through a smartphone, but some headsets and glasses offer **a more detailed experience**.

What is AR used for?

AR is hugely popular in the **gaming industry**.

One of the games that started the trend is **Pokémon Go**, a game that encourages children to get outside in search of Pokémon overlaid onto their real-world surroundings.

AR technology is also used on **Snapchat** and **other social media platforms**. This lets you take a photo and **overlay an effect over it**, making the subject look like a cat, alien, Father Christmas and many more.

AR technology also has lots of other uses, for example in medicine, translation and sports broadcasting.

What are the risks of AR?

AR is an exciting development in tech, but there are **some risks to keep in mind**. When Pokémon Go was first released, there were lots of news stories about **children walking into traffic** because they were so focused on finding Pokémon.

In reality, **these instances were very rare** – but make sure your child understands the importance of **staying alert** when they're using AR technology.

Seeing **Instagram or Snapchat** posts use AR filters can lead to some young people feeling insecure about their own appearance. Remind your child that AR technology can **dramatically change a person's appearance** and that what they're seeing isn't always real.

What else should I do?

Your child may already be interested in AR technology and anxious to get a headset or download a new AR app, and this is **something to encourage**.

Try to **explore the different kinds of tech or games available with them**, and make sure you offer a **supportive space** for them to come to with any questions or worries.

