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Augmented Reality and Virtual Reality: Transforming Digital Experiences

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ABSTRACT

This article discusses the development of Augmented Reality (AR) and Virtual Reality (VR) technologies and their role in the transformation of digital experiences. Using a literature study approach, this study examines various written sources, including scientific journals, technology articles, and recent industry reports, to understand how AR and VR have developed, are applied in various fields, and the challenges faced in their development. The analysis is carried out by comparing the main characteristics of AR and VR, especially in terms of immersion, interactivity, and hardware requirements. The results of the study show that AR is increasingly used in mobile applications, education, manufacturing, and marketing by combining digital elements into the real world. Meanwhile, VR offers a more immersive virtual environment and is widely applied in the entertainment industry, simulation training, and health. Advances in hardware, graphics, and artificial intelligence (AI) have increased the realism and interactivity of these two technologies, expanding their application in various sectors. Although promising, AR and VR still face challenges such as hardware limitations, high production costs, and ergonomic and privacy issues. With continued innovation, AR and VR are expected to be increasingly integrated into various aspects of life, making them key elements in future digital transformation.

Keywords: Augmented Reality, Virtual Reality, Digital Transformation, Immersive Technology, Interactivity

INTRODUCTION

The development of information technology in this digital era has changed various aspects of human life, including the way we interact with the outside world. Augmented Reality (AR) and Virtual Reality (VR) technologies are two major innovations that have gained widespread attention because of their ability to create immersive and interactive experiences. AR combines real-world elements with digital elements, while VR creates a completely digital world that allows users to experience as if they were in it. (Putra, LD, et al. 2024). Both technologies have very broad and growing applications, offering various opportunities in various industrial sectors. Augmented Reality (AR) and Virtual Reality (VR) are two technologies that continue to develop and have broad applications in various industrial sectors. AR combines real-world elements with digital elements, allowing users to see virtual objects added to their surroundings through devices such as smartphones or AR glasses. Examples can be found

23

(Dwi Atmodjo WP[1], Ahmad Syamsudin[2], Legito[3], Agustinus Lambertus Suban[4])

in face filters on social media or navigation apps that display live directions on the road. Meanwhile, VR creates a completely digital world that allows users to experience as if they were in it. By using a VR headset and motion sensors, users can interact with the virtual environment in a more immersive way, such as in VR games or training simulations for pilots and medical personnel. Both AR and VR continue to experience rapid development, opening up various innovative opportunities in entertainment, education, health, manufacturing, and many other industries (Wibowo, MC 2025).

Augmented Reality (AR) was first introduced in the 1990s by Tom Caudell and has evolved rapidly with the advent of mobile devices and increasingly sophisticated sensor technology. AR uses a device's camera to capture the real world and then adds digital elements, such as images, text, or animations, to enhance the user experience. Examples include AR applications on smartphones that can display additional information about objects in the real world or games like Pokémon Go that use AR to create a more immersive gaming experience. On the other hand, Virtual Reality (VR) offers a different experience, where users are fully immersed in an artificial world that is completely separate from reality. VR uses devices such as VR headsets or glasses, motion sensors, and other devices to create a three-dimensional environment that can be interacted with. VR has been used in a variety of applications, from video games, training simulations, to psychiatric therapy or physical care. Raktif (Tolle, H., & Al Huda, F. 2023). 15

The development of Augmented Reality (AR) and Virtual Reality (VR) technology has brought great progress in various fields, including education. This technology enables a more interactive and immersive learning experience, where students can explore virtual environments or interact with real-world objects that have been enriched with digital information. For example, in history and science learning, VR allows students to visit historical sites or explore the solar system without having to leave the classroom. Meanwhile, AR can be used in biology learning by displaying human organs in more detailed 3D (Isti'ana, A. 2024). In addition, this technology is also used in practical training, such as surgical simulations for medical students or engineering exercises without real risks. With the rapid advancement of hardware and software, AR and VR continue to develop and have the potential to make the learning process more effective, interesting, and accessible to more people. In the health sector, AR and VR are used for medical training, patient rehabilitation, and therapy to overcome psychological trauma. Although AR and VR offer many benefits, this technology still faces several challenges, such as the high cost of devices, limitations in developing quality content, and health problems such as VR sickness. However, with increasingly rapid technological developments, it is hoped that AR and VR will become more accessible and adoptable in everyday life (Crispin, AR 2024).

The development of Augmented Reality (AR) and Virtual Reality (VR) technology has brought significant changes in various fields, including education. This technology enables a more interactive, immersive, and engaging learning experience than conventional methods. With AR and VR, students can explore virtual environments or interact with real-world objects that have been enriched with digital information, making it easier to understand complex concepts. In education, VR allows students to experience immersive learning experiences. For example, in history lessons, students can "visit" ancient civilizations such as Egypt or Rome through virtual simulations, providing a more realistic experience than just reading a textbook. Meanwhile, in science, VR enables

space exploration, human anatomy, or chemical experiments safely without the risk of accidents (Azmi, MN, 2024).

AR technology also plays an important role in education. With AR, students can see 3D models of various objects, such as human organs, molecular structures, or architectural buildings, which can be studied from various angles. In language learning, AR can be used to translate words or sentences directly through the device's camera, helping students understand a foreign language more quickly. AR is also often used in interactive textbooks that provide additional visual and audio experiences to enhance understanding of the material (Rumengan, AR, 2024). In addition, this technology is also very useful in practical skills training. In the medical field, students can use VR to simulate surgical operations before performing them on real patients, reducing the risk of medical errors. In engineering and aviation, VR is used to simulate machine assembly or flight, allowing training without having to use expensive physical equipment (Wibowo, MC 2025).

As technology advances, AR and VR continue to improve in terms of resolution, processing speed, and interactivity. Devices such as increasingly lightweight and sophisticated VR headsets and more accessible smartphone-based AR applications are making this technology increasingly popular. With innovation continuing to grow, AR and VR are predicted to play an increasingly important role in the world of education, creating more effective, efficient, and engaging learning methods for future generations. In recent years, there has been great progress in the development of these two technologies, especially thanks to the rise of artificial intelligence (AI) and the Internet of Things (IoT), which can integrate data and improve the quality of the user experience. Research and development continues to overcome various obstacles and improve the effectiveness of AR and VR in creating more realistic and immersive experiences (Crispin, AR 2024).

Augmented Reality (AR) and Virtual Reality (VR) technologies are not only revolutionizing the world of education, but also have great potential to transform various industries. From the entertainment industry to manufacturing, this technology provides a variety of benefits, from more immersive experiences to increased work efficiency. In the entertainment industry, especially in the gaming world, VR has created a more immersive gaming experience. With the help of a VR headset, players can feel the sensation of being directly in the virtual world, interacting with the surrounding environment, and enjoying a more realistic gaming experience. In addition, the film industry has also begun to utilize VR to create interactive films that allow viewers to experience a cinematic experience from the perspective of the main character. Meanwhile, AR has changed the way people interact with digital entertainment (Crispin, AR 2024). This technology is used in location-based mobile game applications, such as Pokémon GO, which combine digital elements with the real world. In addition, AR is also increasingly used in virtual concerts and art performances, allowing viewers to enjoy a more interactive experience through their devices. In the manufacturing industry, AR and VR are used to increase efficiency in various aspects of production. AR can help technicians in the process of maintaining and repairing machines by displaying instructions directly on a smart glass screen or tablet, reducing the time spent reading manuals. The technology is also used in product design, where engineers can create and test digital models before they are physically manufactured, reducing costs and design errors.

(Dwi Atmodjo WP[1], Ahmad Syamsudin[2], Legito[3], Agustinus Lambertus Suban[4])

Additionally, in the construction and architecture industry, VR allows architects and clients to "walk" inside buildings that are still in the design stage, providing a clearer picture before the project is built. AR is also used to display data and 3D models directly on construction sites, helping workers with more accurate installation and inspection of buildings. Other industries that are increasingly adopting this technology include healthcare, hospitality, and marketing. In medicine, VR is used to simulate surgery and rehabilitation therapy, while AR helps doctors make more accurate diagnoses. In hospitality and tourism, VR allows potential travelers to virtually explore destinations before they decide to travel. In marketing, companies are using AR to create more interactive shopping experiences, such as trying on products virtually before buying.

With the continuous development of hardware and software, the use of AR and VR is expected to become more widespread in various industries. This technology not only improves work efficiency and effectiveness, but also opens up new opportunities for innovation and richer user experiences. This article aims to explore how AR and VR have transformed the digital experience and the potential it holds for the future.

METHODOLOGY

This article uses a literature study approach to explore and analyze the development of Augmented Reality (AR) and Virtual Reality (VR) technologies. Literature study is a research method that relies on written sources, such as scientific journals, technology articles, and the latest industry reports, to gain an in-depth understanding of the topics discussed. In the context of this research, various sources are used to examine how AR and VR have developed, are applied in various fields, and the challenges faced in their development (Aditia, R. 2024). The analysis in this article focuses on a comparison between AR and VR, highlighting the key differences in how these technologies work and how both are used to enhance the user experience. AR, which combines digital elements with the real world, is often used in mobile applications, manufacturing, education, and marketing. Meanwhile, VR creates a completely virtual environment and is widely applied in the fields of entertainment, simulation training, and health. This comparison helps in understanding the advantages and limitations of each technology, especially in terms of immersion, interactivity, and hardware requirements (Wibowo, MC 2025).

In addition, this article also discusses the impact of AR and VR on the industries that adopt them. In education, this technology enriches learning methods by providing a more immersive and interactive experience. In the entertainment industry, especially in games and films, VR creates a more realistic virtual world, while AR allows for a more interactive experience with the surrounding environment. In the manufacturing and healthcare sectors, both technologies are used to improve efficiency, accuracy, and safety at work. The challenges faced in the development of AR and VR are also an important part of this analysis. Some of the main obstacles include limited hardware technology, high production costs, and challenges in creating a comfortable and responsive user experience. In addition, ethical aspects and data privacy are also of concern, especially with the increasing use of this technology in everyday life (Panggabean, TE, et al. 2024).

Using a literature study approach, this article provides a comprehensive overview of how AR and VR are developing, how they are applied in various sectors, and the challenges that need to be overcome so that this technology can continue to develop and provide optimal benefits for society and industry. This approach also includes research related to the application of AR and VR technology in everyday life, both in the education,

entertainment, health, and other industries. Qualitative analysis methods are used to gain a deeper understanding of the impact of these two technologies on the way we interact with the digital world, and how they can integrate with other technologies in the future. To gain a more comprehensive overview of the trends and applications of AR and VR, this article also includes several case studies that illustrate the implementation of these technologies in various sectors. These case studies provide practical insights into how AR and VR technologies work in real contexts and the challenges faced during their implementation.

RESULTS AND DISCUSSION
The Development of AR and VR Technology

Augmented Reality (AR) and Virtual Reality (VR) have experienced rapid development in the last decade, driven by significant improvements in hardware and software. Advances in processor, sensor, and display technology have enabled AR and VR devices to become lighter, more sophisticated, and more affordable for users (Kristiawan, H. 2024). On the software side, the development of artificial intelligence (AI) as well as motion tracking and environmental mapping algorithms have enhanced the immersive experience offered by these technologies. With these advances, AR is increasingly used in everyday applications such as e-commerce, education, and navigation, while VR is growing rapidly in the gaming industry, simulation training, and healthcare. As technology continues to develop, AR and VR are expected to be increasingly integrated into various aspects of human life (Manuaba, IBK, et al. 2024).

Advances in computing, graphics, and artificial intelligence (AI) are increasingly enhancing the realism and interactivity of Augmented Reality (AR) and Virtual Reality (VR) technologies. Increased computing power enables faster and more responsive data processing, making the user experience smoother and more immersive. Advances in graphics technology, such as more realistic 3D rendering and the use of ray tracing, produce more detailed and real-world visuals. In addition, artificial intelligence (AI) plays a role in enhancing interactions, such as through more accurate motion tracking, object and facial recognition, and more dynamic environmental responses. With the combination of these three factors, AR and VR are increasingly approaching real-world experiences, opening up new opportunities in areas such as entertainment, education, training, and the creative industry (Wibowo, MC 2025).

The emergence of devices such as lighter VR headsets and smartphone-based AR applications has expanded the accessibility of this technology to more users. Modern VR headsets are designed with lighter weight, higher resolution, and more accurate tracking systems, increasing comfort and immersion for users. Meanwhile, smartphone-based AR applications allow anyone to experience augmented reality technology without the need for special devices (Putra, Y. et al. 2024). By simply using a smartphone camera, users can access various AR features, such as social media filters, interactive navigation applications, and augmented reality-based shopping experiences. These advances make AR and VR increasingly easy to adopt in everyday life, driving industry growth and

(Dwi Atmodjo WP[1], Ahmad Syamsudin[2], Legito[3], Agustinus Lambertus Suban[4])

opening up new opportunities in areas such as entertainment, education, retail, and health (Dandi, A. 2024).

Comparison Between AR and VR

Augmented Reality (AR) is a technology that combines digital elements with the real world, allowing users to interact with virtual objects in real-time without isolating them from their surroundings. This technology works by displaying digital images, animations, or information on top of the physical world through devices such as smartphones, tablets, or AR glasses. Unlike Virtual Reality (VR) which creates a completely digital world, AR maintains user interaction with the real world while adding virtual elements to enhance the experience. Examples of AR applications can be found in social media filters, navigation applications that display live directions on the road, and industries such as education and retail that use AR for interactive learning experiences and product visualizations. With the development of technology, AR is increasingly being used in various fields, making it one of the most promising digital innovations (Wahyuddin, W., et al. 2025).

Virtual Reality (VR) is a technology that creates a fully immersive virtual world, immersing users in a digital experience with the help of a special headset. This technology allows users to feel the sensation of being in a realistically created digital environment, either through 3D visuals, spatial sound, or interaction with virtual objects. By using devices such as VR headsets, controllers, and motion tracking sensors, users can interact directly with the virtual world. VR is widely used in various fields, such as the gaming industry for a more immersive gaming experience, simulation training for pilots and medical personnel, and mental health therapy through controlled virtual experiences. Along with technological advances, VR continues to develop and become one of the digital innovations that has the potential to change the way humans work, learn, and interact (Irani, AQ 2023).

Augmented Reality (AR) and Virtual Reality (VR) have differences in their applications in various industries. AR is more often used in mobile and industrial applications because of its ability to add digital elements to the real world without the need for expensive special devices. AR applications can be found on smartphones and tablets, used in various sectors such as retail for product visualization, manufacturing for assembly guides, and education for interactive learning experiences (Aditia, R. (2024). On the other hand, VR is more widely applied in entertainment and simulation training because of its ability to create a fully immersive digital environment. VR technology is used in the gaming industry for immersive gaming experiences, as well as in simulation training for pilots, medical personnel, and military personnel to practice skills in a safe and controlled environment. With the development of technology, both AR and VR continue to develop and are increasingly being adopted in various sectors.

Application of AR and VR in Various Industries
    a. **Education**

Virtual Reality (VR) enables simulation-based learning, providing an interactive and immersive experience for users. With this technology, students and professionals can explore virtual environments that resemble the real world without the risks or physical limitations. In the field of history, VR allows for the exploration of historical sites and past events in a more vivid and immersive way, such as walking through ancient ruins or witnessing reconstructions of historical events. In virtual science labs, students can conduct complex or dangerous experiments without the need for physical equipment, thereby enhancing their understanding of scientific concepts. Additionally, in technical skills training, VR is used to train doctors in medical procedures, technicians in engine repair, and pilots in flight simulations. With its ability to create realistic and safe learning experiences, VR is increasingly becoming an important tool in the world of education and professional training (Oktaviani, S. 2024).

Augmented Reality (AR) is used to display interactive 3D models in learning, allowing students and professionals to see and interact with virtual objects in real-time in the real world. In the medical field, AR is used to visualize human anatomy in detail, helping medical students understand the structure of organs and body systems without the need for physical models or cadavers. In architecture and design, AR allows architects and clients to see real-scale representations of buildings before construction begins, aiding in design planning and modification. In addition, AR is also used in science, engineering, and history education to present abstract or complex concepts in a more easily understood visual form. With its ability to enrich the learning experience, AR is increasingly being applied in various educational and professional fields (Kafilahudin, FA, & Akbar, M. 2024).

    b. **Entertainment and Gaming**

Virtual Reality (VR) has revolutionized the gaming industry by providing a more immersive and realistic gaming experience. Unlike traditional games that are played through a screen, VR allows players to enter directly into a virtual world using a special headset, controller, and motion tracking sensors. This technology provides the sensation as if players are actually in the game, interacting with the environment and characters more naturally. With features such as realistic 3D graphics, spatial audio, and haptic feedback, the gaming experience becomes even more immersive. VR also allows developers to create various innovative game genres, from adventure, simulation, to VR-based e-sports. Along with the development of technology, the gaming industry continues to adopt VR to create a more interactive and engaging experience for players around the world (Munawar, Z. et al. 2022).

Augmented Reality (AR) enables location-based games and interactions with the real environment, creating a more interactive and dynamic gaming experience. Unlike traditional games that only take place on a screen, AR integrates virtual elements into the real world, allowing players to interact with

(Dwi Atmodjo WP[1], Ahmad Syamsudin[2], Legito[3], Agustinus Lambertus Suban[4])

digital objects through devices such as smartphones or AR glasses. One of the most popular examples is Pokémon GO, where players can explore their surroundings to find and catch Pokémon that appear through the phone's camera view. AR technology is also used in exploration and adventure-based games, which encourage players to move around the real world to complete challenges or missions. With its ability to combine the physical and digital worlds, AR presents a more active and social way of playing, while opening up new opportunities in the gaming and entertainment industry (Mirza, IMMM 2024).

AR and VR technologies are also being used in virtual concerts and interactive film experiences, creating new ways for audiences to experience entertainment in a more immersive way. In VR-based virtual concerts, audiences can feel as if they are directly at the concert venue, interacting with the environment and even with the artists through digital avatars. Several VR platforms have hosted live concerts with spectacular visual effects, allowing for experiences that cannot be found in physical concerts. Meanwhile, AR is being used in live concerts to provide additional visual effects, such as holograms or interactive animations that appear around the stage as the audience looks through their devices. This technology is also being used in interactive films, where audiences can choose the storyline or explore scenes in more depth with the help of VR or AR. With the development of these technologies, the entertainment industry is evolving, offering more personalized, innovative, and immersive experiences to audiences around the world (Tolle, H., & Al Huda, F. 2023).

c. **Manufacturing and Engineering**

Augmented Reality (AR) and Virtual Reality (VR) play a vital role in the manufacturing and engineering industries. AR helps in product design and machine maintenance by displaying technical information in real-time. This technology allows technicians to view maintenance instructions, machine diagrams, or repair guides directly through devices such as AR glasses or tablets, without having to open a physical manual. With AR, workers can easily understand complex components and perform repairs faster and more accurately, reducing errors and increasing operational efficiency. On the other hand, Virtual Reality (VR) is used for technician training and assembly simulations before physical production takes place. VR allows engineers and technicians to practice in a safe virtual environment before handling real machines or products (Arrifani, ZQ 2022). In the automotive and manufacturing industries, VR is used to test designs, design production processes, and identify potential problems before products are mass-produced. With these simulations, companies can reduce costs, increase efficiency, and ensure product quality before entering the production stage. The integration of AR and VR in the industry is further optimizing work processes, making them faster, more accurate, and more innovative.

d. Health and Medical

VR is used in rehabilitation therapy, surgical simulation, and medical training without risk to the patient. In rehabilitation therapy, VR helps patients with motor disorders or nerve injuries to practice movements in an interactive and controlled virtual environment, gradually improving the recovery process. In surgery, VR allows doctors and medical students to simulate operations before treating real patients, improving their skills and reducing the risk of errors. In addition, VR is used in medical training, allowing medical personnel to practice in realistic scenarios without harming the patient, such as handling emergency situations or complex surgical procedures. On the other hand, AR helps doctors in diagnosis and medical procedures by displaying patient data in real time (Asrum, MY 2022). For example, AR can display CT scans or MRI scans in the form of 3D models projected directly onto the patient's body, helping doctors better understand the internal structure before performing the procedure. In surgical procedures, AR allows doctors to see visual guidance on top of the patient's body, increasing accuracy in surgery. This technology is also used in telemedicine, where doctors can provide AR-based instructions to medical personnel in remote locations. With the advancement of AR and VR, the medical world is increasingly adopting this technology to improve the quality of care, reduce risks, and accelerate the learning process for medical personnel (Marpaung, F., et al. 2022).

e. Trading and Marketing

AR is used in interactive marketing, allowing customers to virtually try on products before they buy. This technology is often used in the fashion, cosmetics, and furniture industries. For example, customers can use an AR app to virtually try on clothes, glasses, or makeup through their phone camera, ensuring the product fits before making a purchase. In the retail sector, AR allows customers to see how furniture or home decor will look in their space before they buy, such as the feature offered by the IKEA Place app. With this technology, consumers can make more confident decisions, while brands can increase customer engagement. VR enables a more realistic digital shopping experience through virtual stores. Using a VR headset, customers can visit a virtual store, browse product shelves, and even interact with items just like they would in a physical store, but from the comfort of their home. Some brands have developed VR-based shopping malls, where customers can explore products in a more immersive 3D environment than traditional e-commerce sites. VR is also used to create exclusive experiences, such as virtual fashion shows or premium store tours, giving customers a more personal feel (Faisal, A., 2024). With the combination of AR and VR, the retail and marketing industries are increasingly innovating to create a more engaging, convenient and interactive shopping experience for consumers in the digital era.

(Dwi Atmodjo WP[1], Ahmad Syamsudin[2], Legito[3], Agustinus Lambertus Suban[4])

The Impact of AR and VR on User Experience

Augmented Reality (AR) and Virtual Reality (VR) technologies offer a more immersive and interactive experience for users, but also have their own challenges. Increased immersion: VR offers an immersive experience that increases user engagement by creating a fully immersive digital world. With realistic graphics, spatial audio, and interactive controls, VR allows users to experience the sensation of being in a virtual environment, such as exploring a game world, doing a training simulation, or taking a digital tour. This technology is very useful in the entertainment, education, and training industries (Aditia, R. 2024). Higher interactivity: AR allows the integration of the digital world with the real environment directly, creating a more natural interactive experience. Users can see and interact with virtual elements that appear in the real world through devices such as smartphones or AR glasses. This technology has been widely used in marketing, navigation, education, and industry, as it allows users to stay connected to their surroundings while getting additional relevant information (Wahyuddin, W., et al. 2025).

Comfort factor: Although VR offers a highly immersive experience, wearing a VR headset for long periods of time is still a challenge. Some users experience motion sickness due to the imbalance between the movements seen in the virtual world and those felt by their bodies. In addition, the weight of the headset and the heat generated by the device can also cause discomfort when used for long periods of time. Therefore, the development of VR technology continues to focus on improving ergonomics, reducing latency, and optimizing hardware to improve user comfort. As technology continues to develop, both AR and VR are increasingly being improved to provide a more comfortable, realistic, and beneficial experience in various aspects of life.

Challenges and Obstacles in AR and VR Development

Although Augmented Reality (AR) and Virtual Reality (VR) offer innovative immersive experiences, these technologies still face several challenges that need to be overcome in order to be adopted more widely. One of the main obstacles is the limitations of hardware technology, such as limited screen resolution, less than optimal computing power, and device responsiveness that can affect the user experience. Low resolution can result in less sharp displays, while latency in device response can reduce comfort, especially in VR applications. In addition, high production costs are also an obstacle, both in hardware development and the creation of high-quality digital content. Creating 3D animations, interactive programming, and performance optimization require large resources, so the price of AR/VR devices and services is still relatively expensive and not yet fully affordable for everyone (Aditia, R. 2024). In addition to technical and cost limitations, ergonomic constraints are also a concern. The size and design of AR/VR devices are still not comfortable enough for long-term use. Heavy VR headsets, heat generated by the device, and less ergonomic straps often cause discomfort for users. In the case of AR, smart glasses are still in the development stage to be lighter, more practical, and easier to use in everyday life.

In addition, ethical and privacy aspects are also major challenges in the application of this technology. AR applications often collect user data, such as location, camera recordings, and usage habits, which can be at risk of misuse if not managed properly. The potential for misuse of technology in surveillance, information manipulation, or the distribution of inappropriate digital content also raises ethical concerns. Therefore, stricter regulations and transparency in data management are important factors to ensure safer and more responsible use of AR and VR. Despite these challenges, technological developments continue to improve device quality, reduce production costs, and overcome ergonomic and ethical constraints. With continued innovation, AR and VR have great potential to be increasingly widely applied in various industries, from entertainment and education to health and manufacturing.

CONCLUSION

The development of Augmented Reality (AR) and Virtual Reality (VR) technologies has made rapid progress, driven by the improvement of more sophisticated, lightweight, and affordable hardware and software. AR is widely used in everyday applications such as e-commerce, education, and navigation, while VR is growing rapidly in the gaming industry, simulation training, and healthcare. With advances in computing, graphics, and artificial intelligence (AI), these two technologies are increasingly increasing realism and interactivity, opening up new opportunities in various industrial sectors. In education, AR and VR present a more immersive and interactive learning method, allowing students and professionals to learn concepts in greater depth. In the entertainment and gaming industry, VR provides a more realistic gaming experience, while AR allows for real-world interactions. In addition, AR and VR are also widely used in manufacturing, healthcare, and marketing, improving work efficiency, accelerating the medical care process, and presenting a more innovative shopping experience. Despite its great potential, AR and VR technologies still face several challenges, such as hardware limitations, high production costs, and ergonomic and user privacy issues. However, with the continued development of innovation, this technology is predicted to be increasingly widely adopted and integrated into various aspects of life, making it one of the main pillars in digital transformation in the future.

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(Dwi Atmodjo WP[1], Ahmad Syamsudin[2], Legito[3], Agustinus Lambertus Suban[4])

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