

Virtual Reality vs Augmented Reality (vsdiff.com)

Feature	Virtual Reality (VR)	Augmented Reality (AR)
Immersion Level	High immersion; creates a completely virtual environment	Partial immersion; overlays digital elements onto the real world
Devices Required	VR headsets (like Oculus Rift, HTC Vive)	Smartphones, tablets, or AR glasses (like Microsoft HoloLens)
Primary Applications	Gaming, training, simulations, virtual tours	Mobile apps, gaming, retail, navigation
User Interactivity	Limited to controller or motion-sensing inputs	Interactive through touch and gestures in the real-world environment
Social Interaction	Primarily solitary experiences or limited multiplayer contexts	Encourages shared experiences in real-world settings

Source: <https://vsdiff.com/virtual-reality-vs-augmented-reality/>