

## Virtual Reality vs Augmented Reality (vsdiff.com)

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

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