

Augmented / Virtual Reality Devices



Apple Vision Pro

'Seamlessly' blending the real and the digital world with a price tag of \$3499 (approximately £2788.46). Positioned as an AR device however, the headset will be able to facilitate virtual reality. The limits of your desktop do not exist, spatial computing allows you to view your digital content in your physical space. The Pro Vision is controller-free, instead it uses your eyes, hands and voice to navigate; tap, flick, scroll and give voice commands in your favourite well-known apps. (It also supports Bluetooth accessories for use of keyboard and trackpad.) The leading factor that lots of people are talking about is the ability to be spatially aware whilst wearing the headset, and to have conversations with people while making 'eye contact', something other headsets have yet to achieve. The device mirrors your eyes so people looking at you can see them.



XREAL Beam

Associated primarily with virtual reality / gaming due to its previous generation headset the Quest 2 will also facilitate AR. This device is set to have a price tag of £499 and has upgraded specifications which will allow for faster navigation, higher resolution and improved gaming performance. There have also been major design changes to reduce the device size by 40% and increase overall comfort.



Meta Quest 3

AR glasses to allow for virtual desktop, air casting and spatial displays. XREAL are not as well known as some other brands in this marketplace, but they have truly created a promising product for a fraction of the price. Presenting at \$488 (roughly £389). Lots of people like the fact that they look like regular sunglasses, have the ability to support prescription lenses and have a wide compatibility list.