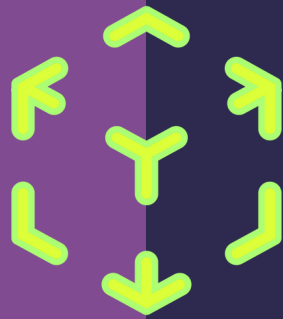


# Jargon-Free AR Glossary



# Hey, There!

## **Welcome to the Jargon-Free AR Glossary!**

We know that the world of Augmented Reality can seem a bit overwhelming, with all its technical mumbo jumbo and smart talkin' and words! That's why we created this simple guide: to break down some key terms in a way anyone can understand.

At IDLance, we aim to help organizations stay ahead of the curve. We believe that technology should be used to enhance learning, not to replace it. That's why we're always exploring new and innovative ways to use technology to improve training and development.

While AR may not be the right fit for every organization, it has the potential to revolutionize the way we learn and train. From interactive simulations to personalized support, AR offers endless possibilities to turn static content into dynamic, interactive experiences that capture learners' attention and make learning more fun.

Whether you're just starting to explore AR or you're ready to dive in, we're here to help. Our team can guide you through the process as painlessly as possible.

That being said, this is not us selling you AR. Our focus is on finding the right solution for your specific needs, whether it's AR, a tried-and-true method, or something entirely new.

OK, enough talking. Grab a snack and enjoy the glossary!

**Augmented Reality:** It's not Virtual Reality. We told you this was a no-jargon glossary, so let's start with the very basics. It's kinda like the difference between putting on glasses and stepping into a whole new world.

Think of AR like putting on glasses that show you additional information on top of the real world. It's like having a digital layer that overlays the real world, providing extra details or context. For example, you could use AR to see the names of landmarks as you walk around a city, or to get directions overlaid on your view. OR catch some pesky Pokemon!

Virtual Reality is like stepping into a whole new world. It completely immerses you in a digital environment, blocking out the real world. You'll need to wear a headset to experience VR, which can create a fully immersive and interactive experience.

**ARCore:** Google's software development kit that lets developers create AR applications for Android devices. It's like ARKit, but for Android users!

**ARKit:** Apple's software development kit that lets developers create AR applications for iOS devices. If you have an Android phone, ARKit will not be compatible. Geez, why can't we all get along?

**AR Overlay:** Digital content that appears on top of the real world. It could be anything from simple text to complex 3D models. If you've ever used "try it at home" technology during your midnight shopping sprees, then you know what AR overlay is! And yes, that credenza DOES look great in your entryway!

**Cognitive Augmentation:** A brain boost! This is an important sounding term we humans made up to say that AR makes us smarter. For example, AR glasses could be used to provide real-time information and context, helping you to make better decisions and learn more effectively. Fun fact: a cold bottle of Yoo-Hoo directly out of the fridge also leads to cognitive augmentation. At least for us.

**Cognitive Load:** The mental effort required to process and understand the information presented in an augmented reality experience. High cognitive load can make an AR experience feel overwhelming and scary, while low cognitive load is way more chill. Let's not work our users into a tizzy!

**Egress:** This is a fancy word for an exit point. Let's use it in a sentence. The user exited the AR experience by touching the egress point on the screen.

**Extended Tracking:** This refers to the ability of AR technology to track your position and orientation accurately, even when you move around a lot. It's how you get such freakishly smooth AR experiences when we use facial filters or accidentally turn ourselves into talking potatoes during meetings.

**Eye Tracking:** Now things are really getting spooky. It's like having a computer know where you're looking. It can make AR experiences more personalized and interactive. For example, an AR app could show you information about the object you're looking at. (We know it's cheese.)

**Field of View:** Put simply, it's how much you can see when you're wearing a head-mounted display. It's the portion of the real world that's visible through AR glasses or a headset. A wider field of view allows users to see more of their surroundings and the virtual content at once. That's what we want!

**Geofencing:** Ya know those invisible dog fences? That's what geofencing is but for us humans. When you enter or leave this area, your device can trigger actions or receive notifications. For example, a geofence could be set up around a store to send you a notification when you're nearby.

**Geolocation:** The technology that allows devices to determine a user's precise location on Earth's surface. This is really important for location-based games, navigation, and AR tours! If only we had this back in the days of Carmen Sandiego.

**Head-Mounted Display (HMD):** A device you wear on your head that displays digital information. This would include the Orion AR glasses we mentioned earlier or something like the Microsoft HoloLens. As technology continues to advance, we can expect to see even more sophisticated HMD devices in the future.

**Immersion:** How absorbed you are in an AR experience. It's when the AR feels so real that you forget you're wearing a headset or looking at a screen and you accidentally abandon your life and responsibilities to live as a blue Na'vi dude on the island of Pandora.

**Ingress:** This is a fancy term for the spot you enter an AR experience. If we were to use it in a sentence: The AR app used a QR code as an ingress point to launch the interactive training module.

"Ingress" is also the title of a fairly popular AR mobile game, so don't get the two mixed up! Our thumbs are too stubby for mobile gaming but, the kids seem to like it.

**Low Code:** A way to create AR experiences without needing to write crazy complex code. It uses visual tools and pre-built components to make AR development easier and faster. Even our dog could do it, and she hates technology.

**Marker Based Augmented Reality:** Sadly, does not involve actual markers. Think of it like a key. You need to find a special "marker" (like a QR code) to unlock the AR experience.

**Markerless Augmented Reality:** You guessed it— no special "marker" is needed to unlock the AR experience. Most commonly, markerless AR experiences are triggered using your smartphone's camera or GPS. Play around with the live AR translation feature in the Google Translate app to see markerless AR in action.

**Mobile AR:** AR that you experience on your phone or tablet! Mobile AR has become increasingly popular since just about everyone and their cat has some form of a smartphone.

**Orion AR Glasses:** These are Meta's take on augmented reality glasses and are promising to be a game-changer in the world of AR. According to Meta, these babies have a super wide field of view, transparent lenses, easy controls, and are extremely lightweight and wearable. We don't have an exact release date yet, but they should be out before 2030, with some rumors suggesting late 2027! Facebook's really changed, eh?

**Rapid Prototyping:** This one basically means building a quick model of your AR idea to see if it works before investing a lot of time and money. It's the same thing we do for eLearning but, ya know, for AR.

**Real-Time Collaboration:** Working together on a project in real time, even if you're in different places. Imagine collaborating on a design project with someone who is thousands of miles away. With AR, you could both be looking at the same 3D model and making changes together in real time! Ideal for remote teams and homebodies everywhere.

**Remote Training:** All right, this is a biggie in the world of Learning & Development. We can now train, reskill, and upskill learners regardless of their physical location. Not only that, but it's safer, more engaging, and improves outcomes and retention.

The increasing popularity of remote work and flexible work arrangements has made remote training a necessity for organizations that want to stay ahead of the curve. Plus, remote training can be more cost-effective than traditional in-person training, since it cuts out the need for travel and accommodations.

*Here's an example of Remote Training:*

A new product is being launched, and sales representatives need to be trained on its features and benefits. An AR app could be created that allows sales reps to visualize the product in different settings and scenarios. They could interact with the product, spin it around, see how it works, and learn all about its key features.

**Rendering:** It's the process of taking the 3D models and information and turning them into something you can see on your screen. You might also call it, "the part where you actually make the AR." That's what we call it.

**Spatial Awareness:** Our Mom says we need more of this. Spatial awareness is like the AR device's "sixth sense." It helps the device understand where you are and what's around you so it can place virtual objects in the right spot. Think of it as the device's ability to navigate your world and make sure everything looks and feels real.

**Spatial Mapping:** Basically, your phone's internal GPS for AR. It uses your phone's camera and sensors to understand the layout of your surroundings. This helps AR apps place virtual objects in the right places, making the experience feel more real. When you use Google Maps, it shows you where you are on a map (no duh). Spatial mapping does something similar for AR, but instead of a map, it creates a 3D model of your environment.

**Training Simulations:** Training simulations allow learners to practice skills in a safe and controlled environment without the fear of making mistakes or causing harm. By overlaying digital information onto the real world, AR can create realistic scenarios that mimic real-life situations, allowing learners to practice their skills without the risks or costs associated with traditional training methods.

Let's say a vet clinic wants to provide its techs with ongoing training on surgical procedures. An AR app could be created that allows techs to practice surgical procedures on a virtual animal. The app could provide step-by-step instructions, visual aids, and haptic feedback to simulate the feel of real-world surgery with no risk to our furry friends.

**Trigger:** Earlier in this glossary, we talked about “markers” in AR. Welp, this is kinda the same thing, but you’ll hear both terms thrown around interchangeably. AR triggers are the key to unlocking an AR experience. They’re real-world elements that, when recognized, bring virtual content to life. Common triggers include QR codes, faces, images, GPS locations, or physical objects.

**Very Long Nap:** Hey, you’ve earned it! Great job reading through this glossary in its entirety. If you’re still unclear on some of the terms, that’s totally normal. We recommend checking out explainer videos on YouTube for more clarity. In our experience, seeing this stuff in action is the best way to truly absorb what it all means!

But for now...nap. Go on! Get!

## Let’s Meet!

We’re currently offering free hour-long AR consultation calls! [Click here to book yours!](#)



