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THE VR GLOSSARY

The ultimate resource for virtual reality terminology

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virtual reality (VR)

virtual reality (VR) places the experiencer in another location entirely. Whether that location has been generated by a computer or captured by video, it entirely occludes the [experiencer's](#) natural surroundings.

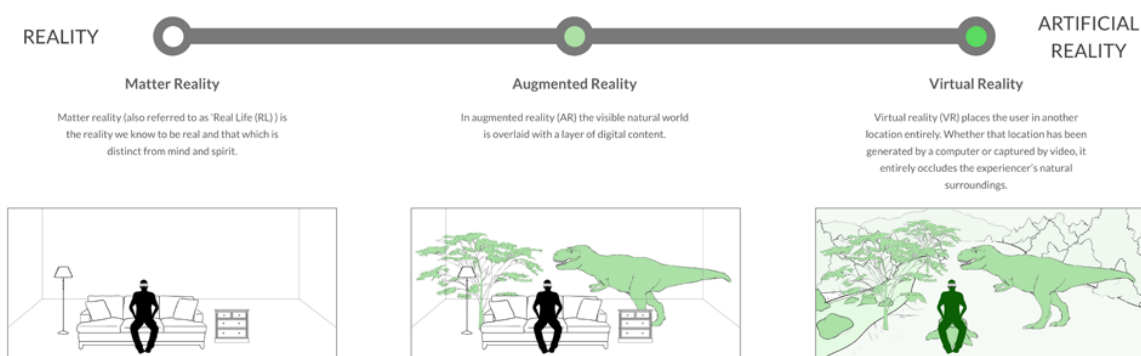
“ Virtual reality (VR) is a fake world that feels absolutely authentic.”¹

1. Kelly, K. (2016) *The Inevitable* Penguin. Pg 211.

The differences between VR, [AR](#), and [MR](#) are best summed up by quote attributed to [Clay Bavor](#):

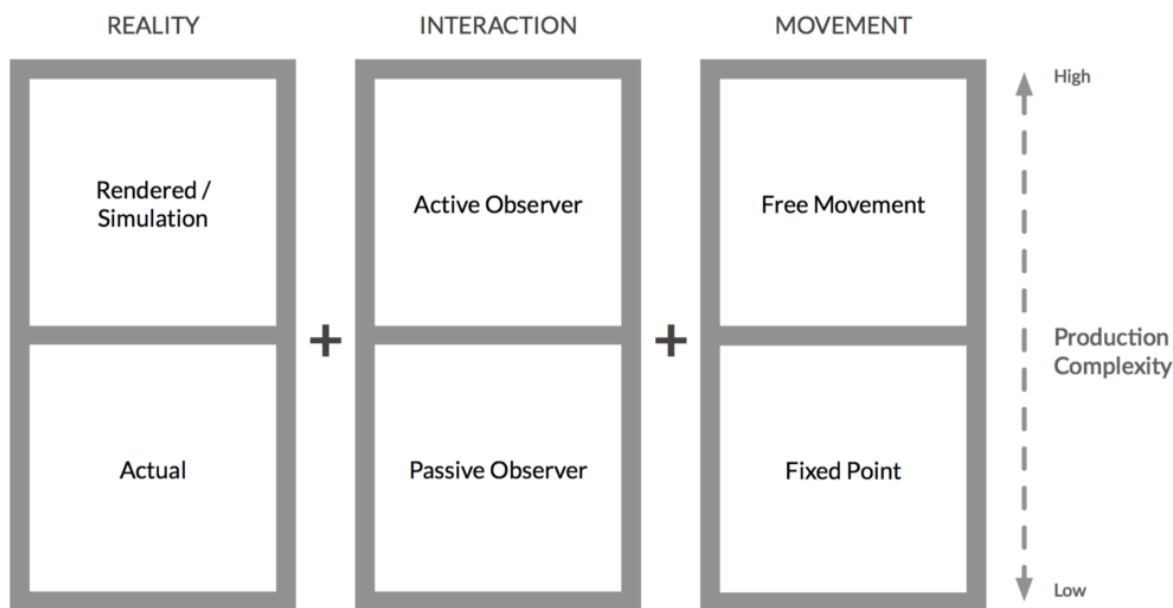
“ VR is the power to take you anywhere, MR and AR is the power to bring anything to you

The Reality Scale



The VR Experience Scale

Virtual Reality experiences can be mapped along 3 primary scales: Reality, Interaction, and Movement. (As defined by human interface design and innovation company [Punchcut](#)).



Each of these scales combines to create one of 8 possible classes of VR experience.

