

The digital and technological landscape is constantly changing, and in many ways accelerating. Designers tasked to come up with innovative ideas have to keep track of what is trending and where the creative opportunities are. Recognizing the changes that are occurring in the industry will help designers design smarter and make more informed creative decisions. Aside from cost savings, increased training, higher returns, and improved business processes, AR and VR have a lot to offer. There are still a lot of benefits to be discovered through virtual reality applications. It is constantly expanding into new business categories, all of which can be customized to suit one's specific wants and ideas. Virtual stores allow customers to have a personalized shopping experience by allowing them to explore the store using virtual reality equipment and study various things without having to leave their homes. In the education industry, mixed reality improves students' ability to study and absorb knowledge. It allows them to tailor their learning experience. Students can have a better comprehension of the ideas and gain new insights. This significantly improves their topic understanding and fosters a passion for the subject. Users can get a taste of what to expect from hotel and travel services by using MR. Traveling necessitates a great deal of thought and organization, such as purchasing plane tickets, hotel accommodations, and researching tourist attractions. Many businesses offer prospective clients to take a virtual tour of vacation destinations, landscapes, hotels, museums, and festivals before deciding on bookings based on how it feels to enjoy it in person. Virtual reality has been used in the entertainment industry for decades. AR and VR games and applications like Pokemon Go and PUBG have seen a lot of success and wide acceptance in society since they've shown to be a wonderful source of entertainment in terms of engagement and fun. In the entertainment industry, MR in entertainment has a lot more to explore than just games.

For me, in ten years, VR AR developers and leaders of AR VR development companies will be excited to discuss the potential of their collaboration. They'll look into how advanced machine learning algorithms and other AI methodologies can assist computers and other devices in effectively visualizing and understanding things. Numerous automotive manufacturing representatives will endorse the idea using these two top technology trends to redefine the way people move and travel in the form of voice assistants, in-car AR, and other innovations in the near future. Remote assistance and collaboration will be made easier thanks to AR VR trends. Technicians will be able to see on-site situations in real time via their mobile phones or laptops thanks to the new technologies. They'll be able to assess everything and send files to remote locations with appropriate comments/notes that will remain locked on the shared scene. Future AR/VR devices will provide personalized, accessible, and well-designed experiences. A platform shift is unavoidable as these components take hold. With this steady pace, we will see new AR glasses with LTE capabilities in three years, which will become a smartphone alternative. The structure factor of our number one consumer electronics will change with improved immersive innovation and AR capabilities, and we'll never look back. In the coming years, we may be using augmented reality (AR) to check our messages and smart glasses to browse social media sites.



I tried to capture a very chilling photo outside of my uncle's home here. Ever since I was a kid I was very much interested in how people feel about solitude and darkness, that sometimes other people prefer it while others are scared by it. I think this captures both those emotions, where some other people will feel fear or be creeped out by this photo, while others will most likely feel cozy and comfortable. And I prefer the balance of those both.

- Design a serious game project (it's ok to be futuristic and advanced, use your imagination), and how do you think it can affect your target market.

I would make an Open World RPG with dozens of mechanics and features where the player would feel very immersed, where the game is set in a fantasy setting like a dark medieval style game. The main character is the last of a group of people that God has given mercy for their sins and made them soldiers for the great war between the heavens and the dark pits of hell. The player will grind for xp to upgrade their skills and they will need to earn money to upgrade their weapons and armor. The story will be composed of different regions of the open world.

I would affect the current market because of how advanced everything is through how the story would play out and through how the gameplay is integrated, it will affect every playthrough and not just only one. There are various consequences for every decision that you make.

Loop Hero is an indie game with a great '8-bit grime' art aesthetic with a neat concept: instead of directly controlling your aforementioned hero, you send them on a 'loop' to auto-fight enemies, only pausing to swap equipment or add environmental tiles to complicate the circuit. Loop Hero impacted me due to how replayable it is and how I wanted to grind more resources and put many hours into the game. That interplay between gameplay and narrative makes Loop Hero compelling from the jump, and after your initial 'death' ends your first run, you wake up at a campfire, your home between runs, a slowly-expanding frontier settlement amid the cosmic nothingness to retreat to after venturing out for answers. Cherish this initial hour as the game drip-feeds you intriguing scraps about what happened to the world, and how remnants of its past affect its future. I think it impacted players on how to make more decisions and be better than how they played it the first time due to how grindy it is. Loop Hero isn't the first game to drip-feed players story and mechanics as they play, but the balance feels quickly weighted toward discovery via attrition: even when I excitedly find new tile interactions, it just results in a new enemy to fight, not a way to sidestep the hundreds of resources I'll have to grind out to construct a new building in my frontier village. And yet, those intriguing possibilities dwindle in the rearview mirror and the resource grind becomes the game, which starts feeling noxious like the games that usually gatekeep progress behind excessive resource accumulation: pay-to-win mobile games. Except in Loop Hero, what you're paying for is time, and endurance, and the vanishing hope that this new world still has more to offer than just pummeling away at the same tasks to spend your hard-earned gains on an inch of progress.

The most defining aspect of what makes a game indie is its ability to stay independent of the market's expectations and demands and create something different or unique. Indie games are not conceptualized and/or heavily informed by statistics from marketing teams or from publishing producers, they don't follow the formulas used to make a AAA game "market friendly" they just do their own thing independent of the market forces and that's indie game for you.

What can you say about Epic's war against Steam?

- Who do you think will come on top?
- What are the advantage of Epic game VS Steam
- In your opinion what is the best game in Epic games & Steam (Individually)

Who do you think will come on top?

If Epic Games continue this trend of free games and maybe just make a very huge discounts like Steam then I think Epic will be on top.

What are the advantage of Epic game VS Steam

Steam gives higher discounts and has a very user-friendly UI with tons of customizations for every profile, While Epic Games can make a huge triple-A title free for everyone that has an Epic Account.

In your opinion what is the best game in Epic games & Steam (Individually)

For Steam I think it's CS:GO while on Epic it's Fortnite.