**Unraveling the Essence of Augmented Reality**

Asst Prof. Priya Barhate Asst Prof. Monali Meghal

Suryadatta College Of Information Suryadatta College Of Information

Research and Technology ,Pune Research and Technology, Pune.

**Email ID:-** priya.kathale@gmail.com **Email ID.:** monali.meghal@gmail.com

 **ORCID: 0009-0007-9302-9601 ORCID: 0009-0008-5730-9638**

 Asst Prof. Rasika Dighde Asst Prof. Priyanka Wankhade

 Suryadatta College Of Information Suryadatta College Of Information

Research and Technology, Pune Research and Technology, Pune

**Email ID.:- rasikadighde89@gmail.com Email ID:-** piya.wankhade@gmail.com

**ORCID ID:- 0009-0005-5142-5687 ORCID ID:- 0009-0005-6848-0244**

**Abstract**

Augmented Reality (AR) is a technology that flawlessly integrates digital elements into the real world, motivating user experiences from different sectors. Derived in the 1960s, AR has evolve considerably, with early implementations focused on industrial applications. Today, its utilization spans education, healthcare, retail, and entertainment, demonstrating its versatile potential. AR enhances learning experiences, improves customer interactions in retail, and streamlines industrial processes, thereby fostering innovation and efficiency. Despite its rapid growth, challenges persist, including misconceptions of AR as merely a marketing tool and limited research on its broader impacts. This paper explores the evolution, applications, and potential of AR, emphasizing its significance in shaping future consumer experiences and industrial practices.

**Key words:** Augmented Reality (AR), Immersive Technology, User Experience, Industry Applications Marketing, Digital Integration, Industry 4.0

**Introduction to Augmented Reality (AR):**

(Cipresso, 2018)Augmented reality (AR) is an immersive experience that blends the physical world with computer-generated 3D elements. (wikipedia) Augmented reality is often considered synonymous with mixed reality. Additionally, there is some overlap in terminology with extended reality and computer-mediated reality. (Rosenberg, 2019) The key benefit of augmented reality lies in how elements of the digital world seamlessly merge with an individual's perception of the physical world. Rather than merely presenting information, AR incorporates immersive experiences that feel like natural elements of the environment. The first practical AR systems that provided an engaging AR experience were developed in the 1990s, starting with an overlay of augmented sensory information generated by the Armstrong Laboratory of the United States Air Force in 1992. (Moro & Birt, 2021), (News, 2015), (Crabben, 2018) Applications that utilize augmented reality have been used in a variety of commercial domains, including education, communications, healthcare, and entertainment. In education, material can be accessible via scanning or seeing a picture on a mobile device or using marker less AR methods. (Petriu, 1992) Augmented reality holds significant potential for gathering and sharing tacit knowledge. Augmentation techniques are usually applied in real-time and within semantic contexts involving environmental elements. Immersive perceptual information can be combined with additional data, such as displaying scores over a live video feed of a sporting event. This merges the advantages of both augmented reality and heads-up display (HUD) technologies. (DAUIN, 2018) Augmented Reality (AR) is a well-known idea, although its roots may be traced back to the 1960s, when Sutherland presented the first acknowledged AR prototype in 1968, which used a Head Mounted Device (HMD) [1-53]. Tom Caudell and David Mizell, two Boeing Corporation scientists who built an experimental AR system aimed at simplifying the company's production processes, formally coined the phrase "augmented reality" more than two decades later. (Hayes, 2024) Augmented reality is continually evolving and becoming more widespread across various applications. Since its inception, marketers and tech companies have faced the challenge of overcoming the view that augmented reality is merely a promotional tool. However, there is growing evidence that consumers can gain tangible benefits from this technology. Nevertheless, the field remains in its early stages, and research is limited to small populations, making it challenging to identify clear trends or correlations.

(Torino, 2018) The application of virtual reality in industry is vital since it enhances communication in product creation and development. It enables companies identify and eliminate design flaws early in the development process, eliminating the need for physical prototypes and saving enterprises time and money. AR has been recognised as an effective tool for enhancing and speeding up product and process development in a variety of industrial applications. (Foundation, 2016)Augmented reality (AR), also known as extended reality (XR), is different from virtual reality (VR) and mixed reality (MR). There is at times confusion, especially between AR and MR, especially during the technological boom of the 2020s, with continuous discussion about the extent of each word. Designing the user experience (UX).:

**AR**: Designs for digital components to overlay real-world views, generally with minimal interaction, and frequently used via smartphones. Examples include Apple's ARKit, Android's AR Core, and apps like Pokémon Go.

**VR**: provides immersive experiences that entirely isolate users from the actual world, typically via headsets. Examples include PSVR for gaming, Oculus, and Google Cardboard, which allow users to explore places like Stonehenge using headset-mounted smart phones.

**MR**: develops experiences that combine augmented reality with virtual reality, allowing digital things to interact with the physical world while remaining tethered to real settings. Examples include Magic Leap and Holo Lens, which are used to learn how to fix products.

* **Extended Reality**: The term XR consist of AR, MR, VR, and technology that blends the physical and the digital world.

**Virtual Reality (VR)**

**Augmented Reality (AR)**

**Mixed Reality (XR)**

**Source: Interaction Design Foundation, CC BY-SA 4.0**

(Benassi, 2020) Boeing researcher Thomas Preston Caudell coined the term "augmented reality" (AR) in 1992, when he developed an AR application for industrial use that displayed assembly schematics. Today, augmented reality is defined in a variety of scenarios. (Wu & Lee, 2023) It is a technology that combines the actual and virtual worlds, facilitates real-time interaction, and precisely aligns virtual and real objects in three dimensions.

 (Arai, 2022) Commercial augmented reality applications originated in the entertainment and gaming fields.

**Role of AR/VR in Different Sectors**

(IBRF, 2022) (Arena, 2022) As of 2020, the enterprise segment represented 72% of the AR/VR market, with applications in sectors such as automotive, oil and gas, logistics, and healthcare. In the consumer space, AR/VR is primarily utilized in retail and gaming.

**Education:** The use of AR/VR technology improves the learning experience by making it more immersive and allowing students to absorb topics through visual presentations. In India, Byju's is a well-known edtech business that provides augmented reality services. According to the 'Augmented and Virtual Reality in Education' research, the AR business in education will be worth $5.3 billion by 2023.

**Retail:** AR/VR is considered the future of retail, as its implementation improves customer experiences by allowing consumers to try products before making a purchase. Retailers such as Myntra, IKEA, and Lenskart provide AR-based services that allow customers to make educated selections without visiting stores.

**Healthcare:** AR and VR technologies are widely employed in medical education, diagnosis, surgery, and fitness. AR-powered diagnostics help restrict the spread of the COVID virus and give important support during difficult surgical operations, emphasizing the huge benefits of AR/VR adoption in healthcare.

**Gaming:** AR/VR technology has revolutionised the gaming business globally. According to International Data Corporation, AR/VR produced $12 billion in sales in 2020, and is expected to reach $72.8 billion by 2024. Currently, gaming accounts for 80% of this revenue.

**Augmented Reality in Industry 4.0**

(Pace, 2018) The fourth industrial revolution is presenting new technological challenges. The capabilities of industrial robots are continually advancing, along with the expectation for improved collaborative interaction. Operators require a safe environment that fosters their trust in these robots. (KrutiLavingiaandSudeepTanwar) The term Industry 4.0 emerges from the combination of new information technologies and data analytics with advanced production systems and techniques. Key characteristics of this new era include smart connections and data integration.

(B, 2010), (A, 2009) AR presently has at least five key industrial applications: human-robot collaboration, maintenance-assembly-repair, teaching, product inspection, and building monitoring. In the field of Human-Robot Collaboration, AR enables effective interfaces for engaging with industrial robots. AR increases productivity when doing repair and assembly activities. In training circumstances, users may utilise AR as a valuable tool to develop their abilities. During product inspections, controllers can use modern and adaptable AR systems to detect irregularities. Finally, in building monitoring, AR successfully reveals problems or anomalies inside a facility in a clear and understandable manner.

(F, 2017) The terms "Industry 4.0" and "smart factory" are frequently linked to the concept of the Internet of Things (IoT), which involves interconnected devices capable of exchanging data. While IoT is a core technology of Industry 4.0, many other technologies are also becoming integral to it. Envisioning a factory where everything is connected, visible, and interactive is no longer far-fetched. The power of AR lies not just in the visualization process itself—data can be presented in various ways—but in how that data is visualized, which makes AR an incredibly powerful technology. Its ability to enhance real-world environments has been demonstrated multiple times, and its application in complex settings like factories can significantly boost productivity. AR increases the reliability and safety of robotic systems by conveying the robots' intentions to workers, reduces costs, enhances maintenance system performance, and accurately highlights product discrepancies by overlaying models on real objects. AR is poised to be a key technology in Industry 4.0, enriching the roles of both managers and workers alike.

**Types of Augmented Reality:**

(KrutiLavingia) (IPCS, 2018) (FrancescoDePace, 2018) Augmented Reality Technology is classified into various types:

**Marker-based AR:** This sort of AR is frequently related with image recognition since it requires a certain visual marker and a camera to identify. The marker might take the form of a printed QR code or important symbols. The AR gadget recognises the marker's position and orientation to precisely put the material, enabling for interactive experiences such as transforming photographs in a magazine into 3D models.

**Marker-less AR:** Also known as location-based or position-based augmented reality, this method uses GPS, a compass, a gyroscope, and an accelerometer to offer information depending on the user's location. This data defines whether AR material is available or accessible in a given location. Given the extensive usage of cellphones, this sort of AR frequently provides maps, directions, and local information. Applications include event and information overlays, commercial pop-ups, and navigation aid.

**Projection-based AR:** This approach includes projecting light onto actual surfaces and occasionally allowing users to interact with the projections. These are the 3D visuals you see in science fiction films like Star Wars. The technology recognises human interaction with the projection by observing variations in light.

**Superimposition-based AR:** This kind improves the original view by replacing it with augmented content, either completely or partially. Object identification is critical here; without it, the entire notion would be impractical.

**AUGMENTED REALITY IN MARKETING**

(Alimamy, 2021) The increasing adoption of digital information by consumers has led to a rapid rise in new Augmented Reality (AR) applications across various fields. Marketers often look for ways to enhance emotional engagement to capture consumers' attention. As a result, AR is regarded as one of the most disruptive technologies in marketing. It increases consumer engagement by encouraging reactions through interactive experiences. (Rauschnabel, 2019). Users can engage with a digital product or access more material by scanning a brand's logo or another picture. (Javornik, 2016) Technological progress facilitates the promotion of the products more interactively (Gallardo, 2018) This has made AR a topic of interest for marketers. Consequently, AR marketing as a strategic concept raises questions that researchers are encouraged to explore. (Dwivedi, 2021). Augmented reality has evolved as a well-established study subject, with its use in marketing operations generating substantial attention in academic and managerial literature. (Rauschnabel P. , 2021).

AR immerses users in an environment enhanced by simulated objects, visuals, or creatures that are integrated into their real surroundings. (Värno, 2019). It allows consumers to visualize and evaluate products in real-time through their smart devices. A crucial aspect of this technology is its ability to overlay digital information onto the physical world. By superimposing virtual content into the real environment, AR presents numerous opportunities for marketers. It creates a realistic atmosphere that benefits online shoppers, enabling them to develop their virtual selves while enjoying an enriched shopping experience. (Huang, 2017).

(Alimamy, 2021), (Huang T. , 2017), (Penco, 2020), (Scholz, 2018), (Jäger, 2020) Leveraging AR technology in marketing helps clarify complex contextual relationships for consumers. It has proven particularly beneficial in the retail marketing sector. (Cuomo, 2020) The retail landscape is evolving into an omni channel approach, requiring both consumers and retailers to embrace integrated shopping experiences that encompass in-store, mobile, and online shopping. In this context, AR is utilized to enhance the potential of physical environments. (Ross, 2016) Retailers now have the opportunity to reimaging the purchasing experience, making it more compelling than old approaches. The impacts of AR on consumer behaviour are mostly investigated in the context of clothes retailing. The fashion and cosmetics sectors emphasize the need of sampling items before making a purchase. In this context, Pantano et al.

 (2017) examined how AR features affect purchasing decisions by using the Ray-Ban Virtual Mirror in two different countries. The results indicate that both groups found AR to be useful and enjoyable. While Italians placed greater importance on enjoyment, Germans prioritized perceived usefulness. The use of AR in marketing is predominantly explored in the context of advertising.

 (Wedel, 2020). (Wijaya, 2019) The advertising industry views AR as a powerful and impactful tool. AR-enhanced ads bring life to their 2D counterparts, making them memorable and interactive. Yang et al. (2020) investigated the effectiveness of AR, revealing that AR ads receive positive ratings for their creativity, informativeness, and effectiveness. The authors found that the impact of AR advertising is influenced by curiosity and attention, with a certain level of familiarity with AR ad technology playing a role. Their research demonstrates that AR advertising is more effective than traditional advertising in shaping users' attitudes toward the ads. (Pozharliev, 2021) AR advertising elicits emotional responses from consumers and fosters positive behavioral intentions. The authors also discovered that it is effective for both new and established products. Divya Udayan et al. (2020) examined the effectiveness of AR in brand building in comparison to traditional advertisements. Valves serve as a suitable example for bridging the gap between marketing and engineering. (Divya Udayan, 2020) (Pozharliev, The effect of augmented reality versus traditional advertising: a comparison between neurophysiological and self-reported measures., 2021) (Yang, 2020) (de Ruyter, 2020) When comparing traditional and AR ads, many attributes favor AR, including memory retention, product knowledge, novelty, vividness, and representational richness. A review of various studies on the use of AR in advertising concludes that AR is an effective advertising medium. Brand-related outcomes can benefit from AR, as it has been shown to enhance brand-interactive marketing. AR facilitates context-aware branding. (Habib, 2016), providing enhanced branded content. Existing research indicates that AR enhances brand engagement by fostering direct interaction with it. Rauschnabel et al. (2019) proposed a conceptual model to examine the relationship between consumers' perceived benefits and their attitudes toward brands. (Rauschnabel P. A., 2019). The authors illustrated how AR influences a brand. The study showed that inspiration serves as a mediating factor in this relationship. (Divya Udayan, Augmented Reality in Brand Building and Marketing – Valves Industry, 2020) AR allows brands to enter consumers' personal spaces, fostering a strong consumer-brand relationship. By creating a lasting impression of the product in the consumer's mind, brand recall is significantly improved, and brand attitudes are more effectively conveyed. Various aspects of the brand can be enhanced as a result. (Parekh, 2020) (Ramadan, 2017) AR is effective in enhancing the brand's image and increasing brand awareness. (Lin, 2018) (Jung, 2018) The advantages of AR technology are well acknowledged in tourism marketing. This approach goes beyond simply providing information; it immerses tourists in diverse destinations. Cranmer et al. (2020) explored the value of AR in the tourism industry. (Yang, How augmented reality affects advertising effectiveness: The mediating effects of curiosity and attention toward the ad., 2020) Their findings indicate that the most significant impact of AR in the tourism industry lies in its marketing and sales value. (Lin C. M., 2018) Its significant marketing potential is evident in its ability to deliver accurate information and promote destinations with a personal touch. Tourism marketing faces challenges such as consumer distrust and the necessity to present destinations in an appealing and credible manner. Huertas & Gonzalo (2020) examined the factors that create a satisfying tourist experience to enhance a destination's brand. Their findings reveal that AR apps influence satisfaction and effectively communicate the attributes of a destination brand. (Lacka, 2020) While some applications improve the tourist experience, others provide knowledge about a specific destination. Museum marketing is also an area of research in this field. AR brings artifacts to life, enhancing understanding of their origins and history. Visitors are drawn to museums with the desire to engage with AR technology while exploring the intangible aspects of culture or heritage and immersing themselves in historical spaces. The enjoyment derived from the enhanced exhibitions is anticipated, along with the vibrant, authentic appearance of the monuments. (Recupero, 2019).

Avila (2017) indicates that AR has also been utilized in library marketing. Augmented technology can effectively convey information that goes beyond what physical signage can provide. (Avila, 2017) As a consequence, informative marketing may add vibrancy and richness to library communication. Technological improvements have enabled the creation of virtual wine-label technology, which offers limitless material for wine marketing. Many systems are meant to let customers engage with wine labels by sharing their stories, suggestions, and experiences, which bring the labels to life. The authors argue that the wine business benefits from the use of augmented reality in product promotion via successful technology-based storytelling. Similarly, the use of AR technology in sports marketing should be considered as a complementing activity that increases involvement without interfering with the flow of the game. This technology improves the experience for sports fans, resulting in favorable word-of-mouth. (Gallardo C. , 2018) (Adrianto, 2016) Numerous studies have examined the effectiveness of AR in real estate marketing. Traditional catalogs have become outdated and are being replaced by 3D visualizations of homes to better assist prospective buyers.

(Cuomo, Managing omni-customer brand experience via augmented reality: A qualitative investigation in the Italian fashion retailing system., 2020) Augmenting the consumer's surroundings with various touch-points allows for more engagement and exchange of extra material. As customers seek engagement and contact with companies, creating compelling content comes into emphasis. (Penco, Mobile augmented reality as an internationalization tool in the “Made In Italy” food and beverage industry, 2020) Convoy et al. (2019) examined the potential of augmented reality technology in participatory marketing, transforming customers from passive players to active co-creators. AR technology is seen as an innovative way to improve sensory marketing. (Kavran, 2016) Additionally, this immersive technology enhances experiential value and is highly significant in the realm of experiential marketing. Within the tourism sector, AR is acknowledged as relevant, as it has the capacity to facilitate experiential consumption.

**Conclusion & Future Scope:**

In summary, AR has emerged as a transformative technology that integrates the physical and digital worlds, creating immersive experiences that engage users across various sectors. With roots tracing back to the 1960s and significant advancements made since, AR has evolved from its initial industrial applications to a broader range of uses in education, healthcare, retail, tourism, and marketing. Its ability to enhance communication, foster engagement, and deliver interactive experiences underscores its potential as a vital tool in the modern landscape.

AR's role in marketing is particularly noteworthy, as it disrupts traditional approaches by fostering deeper consumer interactions and emotional connections with brands. By superimposing digital content onto the real world, AR allows consumers to visualize products in real-time, enriching their shopping experience and influencing purchasing decisions. The findings from various studies highlight that AR not only enhances brand awareness but also improves brand attitudes and recall, making it an essential strategy for marketers looking to differentiate themselves in a competitive environment.

Furthermore, AR holds significant promise in sectors like tourism and education, where it not only provides informative content but also creates immersive experiences that enhance user satisfaction. The technology has shown its ability to address consumer distrust and enhance the credibility of marketing messages, particularly in the tourism sector, where engaging narratives are critical for attracting visitors.

As industries continue to explore the applications of AR, it is clear that the technology will play an increasingly important role in shaping consumer experiences and expectations. The shift towards participatory marketing highlights a move away from passive consumption towards active engagement, enabling consumers to become co-creators of their experiences.

In conclusion, augmented reality represents a compelling convergence of technology and creativity that not only enriches consumer interactions but also fosters innovation across diverse fields. As research and applications expand, AR is set to redefine how we experience and engage with the world around us.

The future scope of research on augmented reality is vast, with opportunities to deepen our understanding of its applications, implications, and effectiveness across various sectors. As AR technology continues to evolve, ongoing research will be essential in harnessing its full potential and addressing the challenges that arise in its integration into everyday life.

**References:**

1. A, C. (2009). Privacy by design. *Information and privacy commis-sioner* .
2. Adrianto, D. (2016). Augmented reality using Vuforia for marketing residence. *2016 1st International Conference on Game, Game Art, and Gamification* .
3. Alimamy. (2021). Customer perceived valuethrough quality augmented reality experiences in retail. *Journal of Marketing Communications* .
4. Alimamy, S. (2021). Customer perceived valuethrough quality augmented reality experiences in . *Journal of Marketing Communications* .
5. Arai, K. (2022). "Augmented Reality: Reflections at Thirty Years. *Proceedings of the Future Technologies Conference (FTC)* .
6. Arena, F. (2022). An Overview of Augmented Reality. *ProQuest* .
7. Avila, S. (2017). Implementing augmented reality in academic libraries. *Public Services Quarterly* .
8. B, A. (2010). Augmented reality meets industry: Interactive robot programming. *Linkoping University Electronic Press* .
9. Benassi. (2020). Augmented reality and intelligent systems in Industry 4.0. *National Research Counsil* .
10. Cipresso. (2018). The Past, Present, and Future of Virtual and Augmented Reality Research: A Network and Cluster Analysis of the Literature". *Frontiers in Psychology* .
11. Crabben, J. v. (2018). "Why We Need More Tech in History Education. *Archived from the original* .
12. Cuomo, M. T. (2020). Managing omni-customer brand experience via augmented reality: A qualitative investigation in the Italian fashion retailing system. *Qualitative Market* .
13. Cuomo, M. T. (2020). Managing omni-customer brand experience via augmented reality: A qualitative investigation in the Italian fashion retailing system. *Qualitative Market Research,* .
14. DAUIN, P. d. ( 2018). Augmented Reality in Industry 4.0. *American Journal of Computer Science and Information Technology* .
15. de Ruyter, K. (2020). Seeing with the customer’s eye: Exploring the challenges and opportunities of AR advertising. *Journal of Advertising,* .
16. Divya Udayan, J. (2020). Augmented Reality in Brand Building and Marketing – Valves Industry. *2020 International Conference on Emerging Trends in Information Technology and Engineering* .
17. Divya Udayan, J. (2020). Augmented Reality in Brand Building and Marketing – Valves Industry. *International Conference on Emerging Trends in Information Technology and Engineering* .
18. Dwivedi, Y. K. (2021). Setting the future of digital and social media marketing research. *International Journal of Information Management* .
19. F, L. (2017). Using semantics to automatically generate speech interfaces for wearable virtual and augmented reality applications. *IEEE T HumMach Syst* .
20. Foundation, I. D. (2016, November 22). *Interaction Design Foundation - IxDF*. Retrieved from Interaction Design Foundation - IxDF.
21. FrancescoDePace. (2018). “AugmentedReality in Industry 4.0”.
22. Gallardo, C. (2018). Augmented reality as a new marketing strategy. *International conference on augmented reality, virtual reality and computer graphics* .
23. Gallardo, C. (2018). Augmented reality as a new marketing strategy. International conference on augmented reality, . *Springer* .
24. Habib, A. (2016). Context aware augmentational marketing. *Computing Conference* .
25. Hayes, A. (2024, June 30). *https://www.investopedia.com/terms/a/augmented-reality.asp*. Retrieved from investopedia: https://www.investopedia.com/terms/a/augmented-reality.asp
26. Huang, T. (2017). Creating e-shopping multisensory flow experience through augmented-reality interactive technology. *Internet Research* .
27. Huang, T. (2017). Creating e-shopping multisensory flow experience through augmented-reality interactive technology. *Internet Research* .
28. IBRF. (2022). *India's AR/VR Market.* IBRF.
29. IPCS, C. (2018). “ExplanationofAugmentedReality(AR).
30. Jäger, A. K. (2020). Increasing sustainable consumption: message framing and in-store technology. . *International Journal of Retail & Distribution Management,* .
31. Javornik, A. (2016). Augmented reality: Research agenda for studying the impact of its media characteristics on consumer behaviour. *Journal of Retailing and Consumer Services* .
32. Jung, T. H. (2018). Cross-cultural differences in adopting mobile augmented reality at cultural heritage tourism sites. . *International Journal of Contemporary Hospitality Management* .
33. Kavran, A. K. (2016). Augmented reality experiential marketing in tourism. *International Scientific Symposium Economz of Eastern Croatia – Vision and Growth* .
34. KrutiLavingia. (n.d.). AugmentedRealityandIndustry4.0. *Advances in Science, Technology & Innovation* .
35. KrutiLavingiaandSudeepTanwar. (n.d.). AugmentedRealityandIndustry4.0. *Advances in Science, Technology & Innovation* .
36. Lacka, E. (2020). Assessing the impact of full-fledged location-based augmented reality games on tourism destination visits. *Current Issues in Tourism,* .
37. Lin, C. M. (2018). Community interaction and marketing using 3D coloring augmented reality in Zhongxing New Village. . *2018 15th International Symposium on Pervasive Systems, Algorithms and Networks* .
38. Lin, C. M. (2018). Community interaction and marketing using 3D coloring augmented reality in Zhongxing New Village. *15th International Symposium on Pervasive Systems, Algorithms and Networks* .
39. Moro, C., & Birt. (2021). "Virtual and Augmented Reality Enhancements to Medical and Science Student Physiology and Anatomy Test Performance: A Systematic Review and Meta-Analysis. *Anatomical Sciences Education* .
40. News, E. (2015). How to Transform Your Classroom with Augmented Reality. *EdSurge News* .
41. Pace, F. D. ( 2018). Augmented Reality in Industry 4.0. *American Journal of Computer Science and Information Technology* .
42. Parekh, P. (2020). Systematic review and meta-analysis of augmented reality in medicine, retail, and games.
43. Penco, L. (2020). Mobile augmented reality as an internationalization ool in the “Made In Italy” food and beverage industry. . *Journal of Management and Governance,* .
44. Penco, L. (2020). Mobile augmented reality as an internationalization tool in the “Made In Italy” food and beverage industry. *Journal of Management and Governance* .
45. Petriu, A. a. (1992). Time-frequency perspectives, with applications, in Advances in Machine Vision, Strategies and Applications,. *World Scientific Series in Computer Science* .
46. Pozharliev, R. (2021). The effect of augmented reality versus traditional advertising: a comparison between neurophysiological and self-reported measures.
47. Pozharliev, R. (2021). The effect of augmented reality versus traditional advertising: a comparison between neurophysiological and self-reported measures. *Marketing Letters,* .
48. Ramadan, Z. B. (2017). The Pokémonisation of the first moment of truth. . *International Journal of Web Based Communities* .
49. Rauschnabel. (2019). Augmented reality marketing: How mobile AR-apps can improve brands through inspiration. *Journal of Retailing and Consumer Services* .
50. Rauschnabel, P. A. (2019). Augmented reality marketing: How mobile AR-apps can improve brands through inspiration. *Journal of Retailing and Consumer Services* .
51. Rauschnabel, P. (2021). Augmented reality is eating the real-world! . *International Journal of Information Management* .
52. Recupero, A. (2019). Bridging museum mission to visitors’ experience: activity, meanings, interactions, technology. *Frontiers in psychology* .
53. Rosenberg, L. B. (2019). "The Use of Virtual Fixtures as Perceptual Overlays to Enhance Operator Performance in Remote Environments".
54. Ross, H. F. (2016). Augmented reality apparel: An appraisal of consumer knowledge, attitude and behavioral intentions. *49th Hawaii international conference on system sciences (HICSS)* .
55. Scholz, J. (2018). We ARe at home: How augmented reality reshapes mobile marketing and consumer-brand relationships. *Journal of Retailing and Consumer Services,* .
56. Torino, P. d. (2018). Augmented Reality in Industry 4.0. *American Journal of Computer Science and Information Technology* .
57. Värno, K. (2019). Development of a smart workstation by using AR technology. *Annals of DAAAM. Proceedings* .
58. Wedel, M. (2020). Virtual and augmented reality: Advancing research in consumer marketing. *International Journal of Research in Marketing,* .
59. Wijaya, A. C. (2019). Usability testing of augmented reality for food advertisement based on mobile phone using system usability scale. *2019 International Conference on Sustainable Information Engineering and Technology (SIET),* .
60. wikipedia. (n.d.). Retrieved from https://en.wikipedia.org.
61. Wu, H.-K., & Lee. (2023). Current status, opportunities and challenges of augmented reality in education.
62. Yang, S. (2020). How augmented reality affects advertising effectiveness: The mediating effects of curiosity and attention toward the ad. *Journal of Retailing and Consumer Services,* .
63. Yang, S. (2020). How augmented reality affects advertising effectiveness: The mediating effects of curiosity and attention toward the ad. *Journal of Retailing and Consumer Services* .