Overview: What is it? History of the technique/device?

The Meta 2 AR Headset is a headset that allows for the use of Augmented Reality in a whole different aspect than what we are used to! The Meta 2 is a better and more advanced system compared to the Meta Ar headset that was created 4 years ago. This Meta 2 headset is a big improvement compared to the Meta 1, for many reasons due to technology advancing at such a fast pace!

Where is it used? What are best suited applications?

There are many uses for the Meta2 Headset, but it seems although companies are using the headset to improve work performance and for educational purposes more than any other. The Meta 2 Headset can allow an individual in a company to work on an augmented desktop and be able to grab it and interact with the holograms. This can also be used for the use in other hands on work environments that can allow you to take apart a holographic brain and see/interact with the components of it

The basics: How does it work?

The Meta 2 Headset has a 2500 by 1400 pixel resolution to create a hologram through your headset. With the sensors on the headset, it allows the user to walk around the hologram and interact with it without much glitches!

Why is it a good use of VR? Why is it unique? What’s cool about it?

The Meta 2 Headset is a next step in technology, because it is one of the only devices that allows the user to interact with the Augmented Reality without having to use a separate device, such as a remote. The Meta 2 Headset provides a better AR experience than many other AR technologies!

Critique on strengths and **weaknesses/issues** such as tesign flaws or technical flaws. Is there still more to do?

Some of the Strengths that it has is that it is provides a better AR experience due to the pixilation and the full 90 degree view, compared to the 30 degree view from the HoloLens. Another strength is that it it’s sensors have the capability of sensing a users hand to allow them to interact with the holograms. The memory foam throughout the headset and the support on the top of your head allows for it to be a very stable and comfortable device.

Some Weaknesses are that the Meta 2 has 4 speakers around the inside of the headset, but the sound is not that loud; therefore, better speakers can be a future upgrade of the product. Although there is some haptic feedback in the headset when interacting with the holograms, there isn’t much the user can feel when interacting with it, due to them not using any devices or remotes. Lastly, the main weakness is that the headset has to be constantly connected to a computer with a cord to use the device.

Can this lead to varying degrees of simulator sickness including nausea, fatigue, headache, eyestrain, vertigo, and dizziness? What is your rating on the scale from 0 to 10?

0: Normal (no motion sickness at all)

5: Average (lead to dizziness) -> can not use it for more than a few minutes

10: Max (can be dangerous)

I would say the device is a 2 in sickness, because since its Augmented Reality, you can see the actual world around you, but focusing on a hologram and interacting with it may eventually make certain individuals sick after long periods of time!

What are the similar/related applications?

Microsoft HoloLens

Are there any other potential applications of the technique/device?

Conclusion

The meta 2 AR headset is a next step in technology! The device still has some work to be done, due to its glitches and haptic issues, but the Meta 2 provides for a clear direction in what can become of the near future!