

Technology wants to replace the phone is about to appear rampant in the next few weeks?

10 years since the telephone era began, we have a question again: 'What's next?'

Smart phones are not yet mature or old, but we seem to be willing to give up on something new. For a while, we thought it was the wristwatch when the wristwatch helped us to quit the phone. But that doesn't happen and in addition to the Apple Watch most of them are just gimmicks.

Today, augmented reality (AR) makes us stop breathing. It is a technology that puts images superimposed on the real world. If you've played Pokemon GO, you already know what AR is.

But many companies think things can go further. From Facebook to Apple, Google or startups like Magic Leap, more and more ideas for AR replace not just phones but every other screen we are using.

Facebook CEO Mark Zuckerberg summed up this hypothesis in an interview with the New York Times: 'Think about how many things around us do not necessarily have to exist physically.' 'Instead of a \$ 500 TV, we only need a \$ 1 application for the entire day.'



Will we wear headphones all day?

That vision will not be realized in the next few years, when technology reaches the point where people can wear computerized glasses all day without looking like a fool. Instead, technology that should have killed the phone could find a new life on those devices. You'll see the explosion of new AR applications on the phone this fall, but that's not the revolution Zuckerberg, Tim Cook or others have promised.

In a few weeks, Apple released iOS 11, a new version of the operating system on the iPhone and iPad. One key thing is that ARKit includes tools to help developers easily add AR to the application. Before ARKit, they needed a lot of resources for AR to run on iPhone. With Snapchat, Facebook or big guys have a lot of money and good engineers are okay, but with smaller names, which make up the majority of apps on the App Store, no.

Now anyone can put AR on iOS. When iOS was born, tens of millions of iPhones and iPads would be ready to use AR, turning iOS into the world's largest AR platform.

Apple was not alone when on Tuesday, Google announced its own AR development tool for Android called ARCore, which will only run on some Android phones. Google plans to bring AR to 100 million Android devices later this year and every new Android phone will be ready to use AR next year.

Everyone wants to start testing. Since Apple released ARKit for developers in June, we have seen many smart AR applications. Someday, you will easily know if your furniture is intended to be bought in the house without guessing or estimating. You will know what the sofa looks like when placed in the living room without having to press the buy button.

There are other tests like measuring virtual tape or the idea of ??going through the door into another world. (You can Follow Twitter account **@madewithARKit** to see more examples). Perhaps Apple will have more third-party AR applications to introduce in the next iPhone 8 weeks event.



Enter another world through the virtual gate

With Android, AR is not new. Google's Tango AR uses sensors to scan the surrounding space, creating a detailed environment. But because Tango needs specialized hardware, selecting the application for it will be a bit difficult and almost experimental. ARCore and ARKit will appeal to developers to be creative.

Google's product manager Nikhil Chandhok said 'I think the phone is the most widely distributed computer available'. 'There are 3 to 5 billion phones in the world. Always have motivation for the market. Everyone wants to use it more. AR is an example '.

By this time, AR on the phone is still like a niche market. It is also good to play games or some practical things like shopping, but the limitations on mobile make it difficult to break the technology as expected. You will still use normal applications for almost anything in the near future. '

We are in the testing phase with AR. People at Apple or Google also don't know what it will be. They go on giving out the tools the developer needs to make the AR application and eventually someone will create something cool.

Chandhok looks forward to the future of AR, saying that it can improve many of the things we are doing on the phone, like shopping, playing games, even searching. 'Until now AR was only spoken in the context of Snapchat, but very soon it will become clearer in more valuable situations, things that people do everyday will be easier with AR', I said.

The AR of Apple and Google is a good start, laying the foundation for the years to come when AR heads no longer resemble fictional movies. But at the present time, the phone has not gone anywhere.

1. See more:

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