

For now, the best thing that I can do is creating small widgets that tell time, date and weather. But for those who have been a developer for many years and continuing to do so is far more sophisticated than I am will produce much more complicated widgets. These widgets will be minimal compared to the future if more developers keep improving. We could have our vitals checked, notifications up and you can interact with through your glasses as well as advertisements that interact with you while walking around. There are so many possibilities on these simple widgets to evolve and become much more than what it is doing now.

The useful and popular widgets would be the weather since everybody wants to know what to wear or bring outside to fit the weather. There should be an option in the weather application from the AR glasses where every time the user uses the glasses, a notification pops up once and present the current weather as well as the temperature. The user could interact with it by swiping left to close the widget or to tap it and more information will come out and tells the temperature throughout the day. The wind speeds and direction would not necessarily be noticed as much because people do not want to know or care about it unless it's for emergency such as a storm or hurricane is coming to their area. The date and time is obviously a given and I think that it's going to be embedded in the glass like to the corner of their left or right lenses at all times or it would be a small text in the corner and after the user look for it long enough it will zoom in and tell the time and date.

Researching AR glasses or smart glasses online, made me think about what could be inside the glasses or its hardware. I think we could use that as a starting point on how to utilize those kinds of components to create useful. Some of the most common materials are cameras, Bluetooth, gyroscopes, magnetometers and accelerometers. So far, I think the most useful widgets would be navigation. The AR glasses would be connected through the user's phone or any more powerful device in order to divide more processing speed as well as making the widgets smoother and working well. Just like in navigation in the phone an arrow pop's up through the user's lenses as well as setting the field of view to make the user's feel comfortable.

Another useful that the AR glasses could be use is taking a picture and record videos. Then the business or technology industry would integrate a social media app which takes the photos and videos that will sync up with the user's phone through Bluetooth and upload the content straight to their social media. The glasses can change the user experience with interactive commerce which will help brands to scale up. For example, there's a place called Museum of Ice-cream in California as well as 28 other areas have convinced numerous brands at apportioning advertising dollars to sponsorships and experiences. The AR glasses would help the change in use involvement by triggering all the senses. Making a shareable knowledge and augmenting the personal reality has been the point of AR in experiential marketing. Keeping visual content in the center of it all, brands will have and understanding the value of AR and keeping investing into it. That motivates the clients, dries curiosity and purchase decision. In this way, AR glasses would be more appealing to the masses and perhaps the prices would go down as well as becoming accessible to everyone.