

**Chapter 4** - *Augmented and Virtual Reality (AR/VR): Investigating the ways AR/VR technologies influence human perception, learning, and communication.*

**Part 1: VR/AR/MR – Technology overview and applications (a bit more technical)**

Leading authors:

Co-authors:

**Part 2: VR/AR/MR – Social and cognitive perspectives**

Leading authors:

Co-authors:

### **Part 3: VR/AR/MR – Narrative & Storytelling in HTI**

Leading authors:

Co-authors: