

*Identify an experience based in synthetic reality which you would be excited about, but is not yet possible*

In 1,000 words or less:

1. Outline the experience
2. Identify blocking factors
  - a. When/how might these be resolved?
3. Identify a similarly themed area of research/experience/app which exists today (if possible)
4. Describe how the availability of this type of experience would impact:
  - a. Technology Adoption
  - b. Societal factors
  - c. Other factors

This assignment is to be submitted as a physical piece(s) of paper in class Tuesday, May 23rd. Please include your name and student ID in the header.