



Augmented Reality

Where Virtual and Physical Worlds Converge

October 18, 2016

For nearly 50 years, computer scientists have been exploring the potential for virtual and augmented reality to change how we communicate and interact with our world. Today, there are many hardware and software prototypes, offering impressive and increasingly realistic adventures and experiences — most notably the wildly popular Pokémon Go augmented reality game.

Fueled by high-profile developments like Google Glass, Microsoft’s Hololens, Argon Reality’s open-source mobile AR browser, and Facebook’s acquisition of Oculus, the market is anticipated to grow to \$30B by 2025. Startups and established companies alike are tapping into the endless possibilities for mediated reality products for consumer, industrial, and military applications.

- What developments are in the works to bring this technology mainstream?
- Which applications will be the most lucrative for investors?
- How will social interaction change because of telepresence and other augmented messaging platforms?

Join us on October 18, 2016, to find out.

William Hurley
Managing Director
Goldman Sachs

Soulaiman Itani
Founder and CTO
Atheer

Tuesday, October 18, 2016

6:00 pm – 8:30 pm

6:00 pm:
Reception and demos
(Light food and refreshments,
only until 6:30pm)

7:00 pm:
Panel discussion (with Q&A)

**SRI International
Conference Center**

333 Ravenswood Drive
Menlo Park, CA 94025

Tickets starting
at \$25.

Register using
this code or
the URL below.

