

# Designing immersive information systems in the era of artificial intelligence

## Abstract

Immersive information systems may shape end users' perceptions of reality. Immersive information systems employ such information and communication technologies as augmented reality (AR), virtual reality (VR), and gamification [2]. Scholars have identified the application potential of AR/ VR in several fields that range from medical applications [4], education [5], manufacturing [1], and retail [6]. The keynote speech will discuss the design challenges of immersive information systems from both engineering/ technological and user adoption examination stances. Furthermore, the keynote speech will discuss how extant information systems design science research perspectives (e.g. information systems design theories) may be employed for capturing the design elements of immersive information systems by emphasizing on the design of AR/ mobile-AR applications [3] and, in general, AR/ VR augmented intelligence immersive systems.

## References

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