

## Additional Terms and Definitions:

- Augmented reality — an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory and olfactory. [https://en.wikipedia.org/wiki/Augmented\\_reality](https://en.wikipedia.org/wiki/Augmented_reality)
- Captive portal — a web page that the user of a public-access network is obliged to view and interact with before access is granted. Captive portals are typically used by business centers, airports, hotel lobbies, coffee shops, and other venues that offer free Wi-Fi hotspots for internet users. [https://en.wikipedia.org/wiki/Captive\\_portal](https://en.wikipedia.org/wiki/Captive_portal)
- Geofence — a virtual perimeter for a real-world geographic area. A geo-fence could be dynamically generated, as in a radius around a point location, or a geofence can be a predefined set of boundaries. <https://en.wikipedia.org/wiki/Geofence>
- User Interface — the space where interactions between humans and machines occur in the industrial design field of human-computer interaction. [https://en.wikipedia.org/wiki/User\\_interface](https://en.wikipedia.org/wiki/User_interface)
- Virtual Reality — a simulated experience that can be like or completely different from the real world by a person using special electronic equipment, such as a helmet with a screen inside or gloves fitted with sensors. Applications of virtual reality include entertainment, education and business. [https://en.wikipedia.org/wiki/Virtual\\_reality](https://en.wikipedia.org/wiki/Virtual_reality)