



XR, VR, AR, MR: Rethinking Reality in April

The way we interact with our world is changing as technologies that augment our reality emerge. The convergence point of these reality tools was once presumed to be an abstract virtual space free from the confines of the real world. More practical and modern thinking on the subject indicates the two realities will mostly be mixed.

What exactly this looks like is ambiguous, but what is clear is product designers will soon be pulling double duty: designing physical products for virtual or semi-virtual realities. This month we'll talk about how this impacts our positions as designers and what role we will and should have in building both worlds better. [Join us](#) for the [conversation!](#)

LAST MONTH: A REVIEW

Thought Leadership on Generative AI from Speck Design's President, Michael Sprauve



I'll be the first to admit it. After more than two decades of running a tech company through the booms and busts of Silicon Valley—I'm skeptical of anointing anything "the next big thing." But of course, I am here to tell you: Generative AI is the next big thing. And it isn't going to take jobs—it is going to make them better. [Read more](#)

INTERESTING FINDS

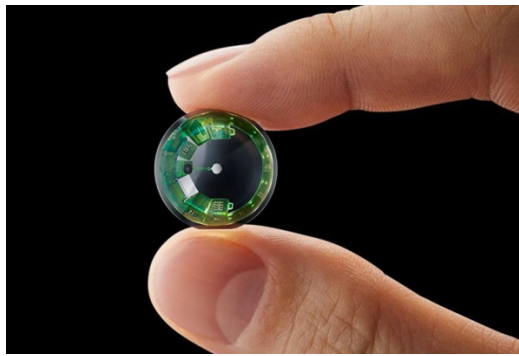


Product Design

Ikea's generative AI furniture designs

Space10, the Ikea-funded Swedish design agency, recently began a series of experiments on creativity in the Age of AI. It included training AI models on photos taken from decades-old Ikea catalogs. The results? AI-generated images that look like they would be right at home on Ikea's show floors and some interesting ML insights for Space10's staff.

[Discover more](#)



Innovation

Smart Contact Lens

California-based startup Mojo Vision has created a smart contact lens that could one day give users superhuman powers. Zooming in on objects and seeing in the dark as just a few of the bionic possibilities. We have yet to get all the details. But we do know that these lenses will allow wearers to view digital information in front of their eyes and augment their reality.

[Explore](#)



Technology

What's up with Apple's VR Headset?

Volumes have been written about Apple's new AR Headset. An entire rumor mill surrounds the innovation. Mac World is even reporting, "Everyone hates Apple's AR headset" So what is all the buzz and hyperbole about? We couldn't tell you—nobody's seen it yet. Only Apple could stir up so much excitement without ever launching a product!

[Check it out](#)



Future Thinking

X-ray Headset

It may be time to get excited about a new X-Ray headset developed by researchers at MIT. They call it X-AR. And yes, it does allow users to see "through" stuff—kind of. In reality, this new invention combines wireless signals with computer vision to find objects hidden from view and guide users to them, then gives haptic feedback when the user's hand is close to an object.

[Find out more](#)

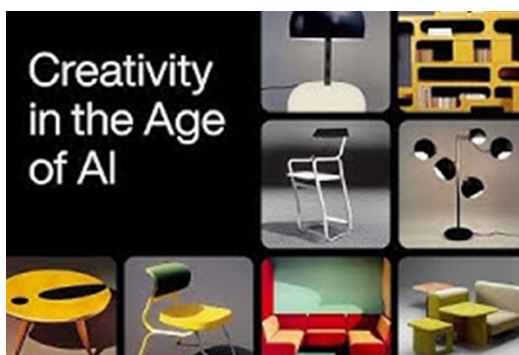


What We Are Listening To

Hard Fork NYT: How to Talk So Chatbots Will Listen

The New York Times tech reporters discuss why Bard, Google's answer to ChatGPT, could prove more consequential than any large language model to date — but it isn't there yet. They also cover how users are implementing A.I. into their everyday lives: to negotiate their rent, understand medical results and even affirm their gender identity.

[Listen](#)



What We Are Watching

Creativity in the Age of AI

Space10 Designers, Joss Fong and Áron Filkey, made a short film about creativity in the Age of AI. It's not only informative but entertaining too. The film cleverly uses generative AI for image creation, scripting, and even voice-over, causing the viewer to question the role of human creativity in the design process altogether.

[Watch](#)