# Article information:

SoK: Authentication in Augmented and Virtual Reality | IEEE Conference Publication | IEEE Xplore  
<https://d.buaa.edu.cn/https/77726476706e69737468656265737421f9f244993f20645f6c0dc7a59d50267b1ab4a9/document/9833742>

# Article summary:

1. This paper evaluates the state-of-the-art of authentication mechanisms for AR/VR devices by systematizing research efforts and practical deployments.

2. It provides insight into the important properties needed for authentication on these devices, and performs a comprehensive evaluation of AR/VR authentication mechanisms both proposed in literature and used in practice.

3. The paper draws on its findings to provide concrete research directions and advice on implementing and evaluating future authentication methods.

# Article rating:

Appears well balanced: The article presents the information in a reliable and balanced way, without biases and prejudices. The claims made in the article are well supported and, where applicable, all sides of the argument are given opportunity to present their point of view. The article appears trustworthy and reliable.

# Article analysis:

The article is generally reliable and trustworthy, as it provides an overview of the current state of authentication mechanisms for AR/VR devices, based on research efforts and practical deployments. The authors have provided a comprehensive evaluation of existing authentication methods, as well as insights into the important properties needed for authentication on these devices. Furthermore, they have drawn from their findings to provide concrete research directions and advice on implementing and evaluating future authentication methods.

The article does not appear to be biased or one-sided; it presents both sides equally, exploring both existing literature as well as practical deployments. It also does not appear to contain any promotional content or partiality towards any particular method or technology. Additionally, the article does not appear to contain any unsupported claims or missing points of consideration; all claims are supported by evidence from existing literature or practical deployments.

The only potential issue with the article is that it does not explore any counterarguments or possible risks associated with using certain authentication methods; however, this is likely due to space constraints rather than intentional omission.

# Topics for further research:

* Authentication methods for AR/VR devices
* Security risks associated with AR/VR authentication
* Evaluation of authentication methods for AR/VR
* Authentication protocols for AR/VR
* Authentication techniques for AR/VR
* Authentication frameworks for AR/VR

# Report location:

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