



Linear, one-way → **Interactive, two-way**



Flat 2D → **Spatial 3D**



Predefined → **Customisable**



Non-contextual → **Contextual**



Frozen in time → **Temporal, time-related**



Static, lifeless → **Dynamic, live**



Unimmersive → **Immersive**



Boring → **Engaging**



Isolated → **Connected**



Fixed → **Flexible**



Asynchronous → **Real-time**



Consumption → **Exploration**



Non-collaborative → **Collaborative**



Single-layer → **Multi-layer**



Maintains complexity → **Simplifies complexity**



Limited by screen space → **Limitless virtual space**



One-off content → **Reusable content**