

# Missing Biscuits, Holograms, and the Great Living Room Takeover

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**January 2026 Envision Article Response:**

**by Troy D. Parr, AIA**

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In the January Envision GB newsletter, our Executive Director Tony Pichler, shared a heartwarming story about his holiday “play time” with his grandson in Minneapolis. He painted a vivid picture of a generational bridge built between a high-tech Nintendo Switch 2 and a low-tech, magnetic Danish game called Klask. It was a beautiful piece that reminded us all – the “real win” isn’t the high score, but the people sitting across the table from you, and time enjoyed with those you love.

Tony closed his article by wondering *what the future of gaming might look like* as we march deeper into the 21st century. Well, Tony, I have a confession to make - I’ve been living in that future since 2016, and I’m happy to report that there isn’t a “biscuit” concern in sight—unless you count the ones my wife makes that seem to “disappear” during dinner in our house.

## **"Magic" Goggles**

As a Microsoft HoloLens developer since 2016, I’ve spent the last decade navigating a world where the physical and digital don’t just coexist—they hold hands and dance. If you aren’t familiar with it, the Microsoft HoloLens is a truly magical device. It’s a fully untethered, wireless Microsoft computer that you wear on your head, kind of like a pair of sleek, futuristic goggles.

Now I know what you’re thinking – “Troy, I’ve seen those VR headsets. People look like they’re trying to fight invisible bees while blinded by a toaster.”

But that is where the HoloLens is different. Unlike Virtual Reality (VR), which fully immerses you inside a digital environment – HoloLens provides an Augmented Reality (AR) experience. You can see right through the lenses into your actual environment. Then, using the built-in holographic CPU projector, it superimposes 3D holographic digital objects —holograms— directly into your real world with amazing effect and realism.

## **Gaming Without the "Screen Time"**

In Tony’s article, he noted how remarkable it was that during a game of Klask, no one stared at a screen. In the world of the HoloLens, the “screen” is the living room, or wherever you may be while wearing it – indoors or outside.

Imagine playing a racing game like Mario Kart, but instead of staring at the glowing LED rectangular big screen – the track is laid out across your floor, then up onto your coffee table, winding around your recliner, then up and back down the wall. Imagine a digital character sitting on your actual sofa, teasing you about a missed shot, much like Tony's grandson Jack teased him during their match. Or even more experiential – a *squad* of characters in the game making an entrance, by bursting through your living room wall and emerging from a holographic world. You can see into the virtual world through your wall, the perspective into that world changes as you move in the room and gaze into it from the “perceived” hole in your wall. Your wall remains undamaged; no repairs are needed after the game is done.

The HoloLens fuses the "real world" with a superimposed "virtual world". It augments our reality rather than replacing it. It allows for that same eye contact and shared laughter Tony cherished, but with a few extra digital dragons or space stations floating over the snack bowl.

### The Future is Already Here

Tony wondered if games would evolve into fully immersive virtual worlds or return to the enduring appeal of wood and magnets. My rebuttal is simple: Why choose?

The technology we are developing now doesn't pull us away from each other; it brings the impossible into our shared spaces. We are moving toward a future where "software updates" and "face-to-face competition" aren't mutually exclusive. We can have the tactical, tactile fun of a wooden board game with the infinite possibilities of a supercomputer strapped to our foreheads – even across continents.

I've already promised to let Tony demo my HoloLens soon, so he can enjoy this “magical experience” firsthand. Tony – I will see your vibrating metal football fields of the 70s, match it with a similarly mechanical table top hockey game (that I inherited from my older brother, of the same vintage, with metal hockey players controlled by moving and rotating metal rods) then raise the stakes, by allowing you to experience the future of gaming with HoloLens.

The future isn't just coming — it's here. And trust me, *it's a lot of fun*. Just don't ask me to help you find those Klask biscuits you lost.