Virtual Reality – Rising Technology

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Entertainment

Cinemas today provide a selection of 3D Films which have created a special experience for viewers – what more if virtual reality headsets were introduced to the public?

Gaming is continuously rising in society, bringing entertainment and occupations to individuals. Professionals constantly create new technology to improve performance and gameplay for "gamers" but the introduction of the VR (Virtual Reality) headset to gaming would be a huge leap to creating a realistic environment where "gamers" would literally be inside the game.

Statistics show that an average of 43.25% of ages 14-49 are interested in virtual reality.

By 2018, it is estimated that about 171 million people would be using virtual reality not only for gaming but for multiple purposes.

Health & Medicine

Medicine has advanced over the years, from early trephination to the discovery of vaccinations. Now, we even have robots that help perform surgery. However, imagine the opportunities with the virtual reality headset.

Doctors can now bring their knowledge further because of virtual reality.

At UCLA Medical Centre, Dr. Neil Martin, who is the head of neurosurgery at the center, is preparing his fellow surgeons for the vr technology they named – "Surgical Theatre". This technology would allow doctors to step into a 3D model of a person's brain before operating.

"Virtual reality gives you that understanding of your entire 180 or even 360-degree anatomy that is impossible to get with any other technique," Dr. Martin said.

This type of technology would not only improve surgical procedures but would also help the progression of medicine in the future.

Engineering

Imagine a car in front of you but instead of just looking at the exterior, picture yourself removing everything to the engine. That is what virtual reality can do. The benefits of having VR Engineering are limitless! From advanced robots to probably even flying cars in the future. Imagination is what limits the mind to create amazing things.

Education

VR has the potential to be used in education to immerse students for the future, it has the possibility of being used in a range of subjects in order for students to experience parts themselves and not just from a textbook. Using this technology could mean that creating 3d model previews of buildings could be produced in architectural subjects.

It could also be possible that a classroom could take virtual trips to countries that students wouldn't be able to take to places half way across the world.

Space

Partly tying into education, space can allow students to explore a larger majority of our solar system first-hand. Virtual reality technology could mean robots could be controlled with sensors millions of miles away to explore the surfaces of planets. It could also be used for training astronauts, imagine being able to simulate floating in the vast expansion of space staring at the rings of Jupiter.

Military

This technology can be used to train soldiers in combat. An immersive experience is vital for training in the army so they are able to deal with situations that they wouldn't be able to do regularly with an illusion. This would cost less than traditional methods of training and could produce the same result in the end.