Vr choose their own adventure by interacting

Business, Industries

VR is changing gaming industry by placing consumers directly intovirtual experience. It tears down the barriers between the player and the game. Creating games in Virtual Reality has its pros and cons, but it is definitely a" game changer" in this industry.

For game developers, VR creates a whole new way of storytelling thatrelies on more than just an environment to explore. True potential of VirtualReality lies in the possibility to put the player directly inside of the gameand events. Virtual environments open opportunities for players to choose theirown adventure by interacting with characters in the environment. Since playersare physically experiencing the presence of characters within VR game, characters development becomes imperative. When players find themselves in VR, they can really feel the presence of other characters.

They are living theadventure with them on almost personal level, that's is why much more personalnarrative is required while developing VR games. Video games always had a social element. It could be challenging afriend or watching someone beat the high score. Many people were concerned thatputting on a VR headset might seem a little bit antisocial, but developers arehoping to change that perspective. They are predicting that in a few years fromnow on we will see much more social VR experiences that are incrediblycompelling. They will enable us to meet up together with our friends in avirtual world, do things and experience adventures that are completelyimpossible in the real world. Lots of Virtual Reality headsets are compatible with smartphones, whichmakes VR accessible to consumers who may not want or cannot afford an expensivegame console or high-end PC

setup. Esports that that is also highlygrowing in numbers these days, benefits from more access to VR.

ESL (Electronic Sports Leagues) broadcasts the Intel Extreme Masters across VR, allowing esports fans to attend the tournament remotely while receivingenhanced views. Although gamers have been really enthusiastic, VR adoption rate occurredto be much slower than originally expected. It challenges developers with muchmore advanced software required to run smoothly. For example to preventheadaches and nausea, developers were forced to invent new renderingtechniques. According to studies done by research firm Magid, 89% of VR purchaserswere satisfied or even very satisfied with this lattes piece of tech. WHY HASN’T IT BECOMESUPER POPULAR YET ? That is a very interestingquestion to ask. With all of above being said, why Virtual Reality hasn’t beensuch a big success till 2017 ? There are few aspects of VR thatmakes it hard to spread among the users. First of all, limited access until2016 that was mentioned earlier.

Another thing is the space that is required inour households to be able to fully take advantage of its potential. That mightbe one of the reasons why this technology is not as popular as expected. Nextcon of this tech was its price. Until now prices of those devices were morethan couple hundred dollars, it really hard to convince consumers to investsuch an amount of money into something completely new. Not all of the games can beexperienced in VR, only new titles designed directly for Virtual Realitytechnology can be used. So, it is on developers if they decide to invest intonew technology that has still much smaller audience then casual

console/PCgaming. The last thing is that except VRequipment we also need the newest model of a gaming console or even worse incase of PC gamers, high-end PC components that might increase the final priceof upgrading to VR gaming dramatically. ADJUSTING ALREADY EXISTING GAMES AND CREATING NEWONES Developers and publishers such asSony and Bethesda decided to remaster few of the most popular gaming titles toVR technology.

By the end of 2017 players were able to play some of the bestopen-world action games again using VR glasses. For example, Elder Scrolls V: Skyrim. Also, very popular first-person shooter Doom or post-apocalyptic Fallout. Those type of investments are very important for VR gaming because of a verypoor foundation on which the whole thing started.

Developers needs to investmoney and resources upfront to make sure this technology attracts morecustomers, and lead to its growth. On the lattes, Electronic Entertainment Expo in Los Angeles there werealso quite a few new appealing titles directed to VR gaming community. They areall mostly focusing open-world roleplaying or first-person shooter gamingexperience, as they believe it’s the best way it provides the greatest feeling of immersion into thegame. VR tech is slowly moving past the “ experimental” phase with simple gamesthat were more of a showcase of varies possibilities that it can provide. Nowdevelopers are mostly focusing on implementing new technologies into VR gamingthat will essentially provide us provide us multiplayer experience with ourfriends to play together. One of the recently produced examples might be SONY’smultiplayer shooter game

called “ Starblood Arena”. It offers a combination ofwell-known multiplayer shooter game and the immersion of VR technology.

Playersare divided into teams, and then using spaceships/robots they compete withopponent team on galactical arena in a variety of different scenarios and teambased objectives. There are still plenty of fundamental issues withVirtual Reality gaming that needs to be figured out. It is a new type of technology; our bodies and minds are not used to it and can react differently. For example, while flying a spaceship upside-down while we are on VR, our mind is gettinginformation that we are not in a natural position but our body feels somethingtotally different, that might cause some potential disorders and inconvenienceswhile gamin for a longer period of time. Some game developers say that there is still notenough demand for VR gaming for them to fully concentrate on this segment andproduce more content. Still game developers efforts and vision of whatVirtual Reality might become one day is encouraging other segments ofentertainment industry to invest in that technology.

Good example here isBaobab Studio in California, that is working on combining games and animatedmovies to create interactive stories. It allows viewer to not only be inside ofthe story and watch it, but also have influence on it and change its course. Thereare also possibilities to change the weather and some other environmentelements. Video games industry is just at the beginning of itsjourney with Virtual Reality, and as it took many years for film industry tofigure out the best ways of cuts, zooms, light operating etc. it’s going totake some time for VR to optimize its potential in gaming, movies,

teaching, shopping, social media and many other areas where it can be implemented.

Virtual reality as the next generation of learning and teaching. When thinking about Virtual Reality, most peopleimmediately connect it with some kind of entertainment like gaming, sightseeingexploring etc. However, that is not always a case. VR brings many opportunities andperspectives for education sector as well.

It might allow students and teacher to connect incompletely new, fresh and impactful way. Virtual reality can create digital" real-world" environment that will allow to study and practice students skills, record their progress and consult it with experts in that field. They wouldalso be able to connect and meet with other students all over the world studyingthe same subject and exchange their experiences and knowledge. That wouldresult in rising interest rate among students in learning and make it more fun.

VR technology would also allow students not to rely only on their notes, theywould be able to record the lessons or lectures, and then get back to themwhenever needed. Another big advantage is that since the lecture would happenin a virtual class students would be able to attend even while being absence inschool. The only need factor would be access to the internet and VR equipment. That would highly reduce transportation costs and potential rental bills ifstudent wouldn't live in the area where university is.

With those factorsstated above, education would become much more approachable for people withoutresources. Research shows that 93% of

students would be excitedto implement Virtual Reality into learning routine, and 83% believes that itwould actually improve final effect of studying, giving a piece of that realand practical approach. Educators confirms improvedscores and results of students groups that had VR teaching program implemented. That is because Virtual Reality education directly contribute to cognitivememory. It gives an opportunity to see, and “ feel” learning subject. It is mucheasier to memorize it and the n express what was learned. Students can experiencesomething that they never did in real life, and be aware how to act and what todo when similar experience occur in real life.