

Essay on virtual reality products

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Virtual Reality Supermarket Therapy

VR Supermarket Therapy is a way of an individual entering the virtual environment of a supermarket in order to slowly experience and face their anxiety.

<http://www.vrealities.com/vrtherapy.html>

The concept of virtual reality therapy is an interesting one. It certainly makes sense that a person who is suffering from supermarket anxiety can safely access a similar environment without putting themselves, or anyone else, at the risk of actually being in an uncontrolled real environment. Through this hardware, the individual's therapist can carefully introduce stressful events when he feels that the sufferer is ready for it. For a person with an anxiety such as being in supermarkets, this could provide a safe way for them to face their fears and to work through them.

Vision Dome 5

This large dome allows many people to access a fully immersive experience by way of a large domed screen.

<http://www.vrealities.com/visiondome5.html>

This domed screen surrounds the viewer, as opposed to a flat screen which sits in front of the viewer. This dome provides much more immersion in whatever the viewer is watching. Its usefulness seems to depend on what is being played through it. Of course, it would be possible to simply watch a film on the screen, which may enhance viewing pleasure. Alternatively, the screen could provide people with an opportunity to experience being under

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the sea, for example, or being in a foreign country. Obviously certain elements will be missing, such as smells, tastes and the power of touch. Nevertheless, to experience environments that are not easily accessible, such as war zones, this dome could be a valuable resource for many people.

CyberForce

This is the world's first whole-hand and arm force feedback device for the CyberGlove.

<http://www.vrealities.com/cyberforce.html>

This hardware allows an individual to experience grasping and lifting objects which are not there in real life. While using a visor, the person can experience the actions involved with variety of processes and procedures. The actual weight and grip needed for lifting a certain object is simulated by the CyberForce, in conjunction with the CyberGlove.

A trainee surgeon, for example, could have endless practice operating on a virtual human. Furthermore, a carpenter could use this hardware to learn about cutting and hammering different materials, or a sailor could use it to practice rigging. An individual can practice endlessly, using this hardware, and nothing will get broken or wasted in the process.

A possible downside to this technology is that it is very cumbersome to wear. Further developments in future years may mean that hardware such as this becomes more streamlined and feels more natural when on the person.

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Conclusion

Virtual Reality is a new, groundbreaking type of technology that is likely to change our world entirely. It is a computer-simulated experience that a person can actively take part in. It involves using technology to exist in a virtual 3D environment that provides real-time interaction.

The real marvel of virtual reality is that you can use it to go anywhere you can dare to imagine. For example, you could visit Disneyworld, walk on the moon, or even shoot villains on a James Bond set.

On a more globally productive note, Virtual Reality can be used in the medical profession. Scientists are developing ways to combine reality and medical imaging to assist doctors in diagnosing patients' illnesses and even in performing surgical procedures.

Some doctors believe that Virtual Reality could one day mean that surgeons can perform procedures without being in the same room as the patient, or even the same country. This would be particularly beneficial in bringing specialized care to rural hospitals.

There are, of course, downsides to Virtual Reality. The main problem is that it is currently priced out of the market. The vast majority of people, even scientists, cannot afford it.

Perhaps more importantly, if virtual reality was to become a part of our everyday lives, it may stop us having real-life interaction with other human beings. Some people may think this is no bad thing but, biologically, we are sociable animals, and having no contact with others could have seriously detrimental effects.

At the moment, we don't need to worry about these downsides. Fully immersive virtual reality technology is very expensive and is not overly

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reliable, meaning that it hasn't moved into every family's house just yet. However, a great deal of research is going into it and therefore it is improving all the time. Computers are likely to continue growing in speed and in power, and Virtual Reality technology will improve at the same time. Virtual reality is a cutting edge, exciting phenomenon. It could revolutionize the world, not only in professional fields such as medicine, but also in the lives of the general public. Play Stations would become seriously second-rate if virtual reality gaming technology was readily available, and families could travel around the world without ever leaving their houses. Virtual reality is the next stage in our technical evolution and I believe that in the future, it will change the whole world as we now know it.