

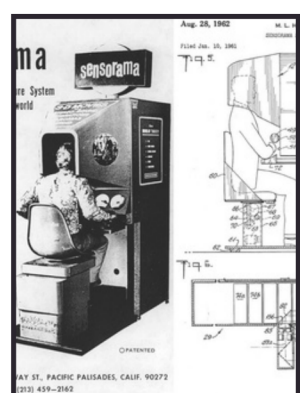
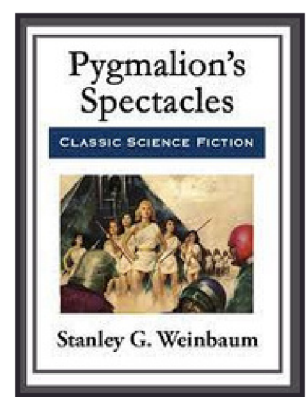


Virtual Reality

A computer-generated simulation of a three dimensional image or environment

Pygmalion Spectacles

In the 1930s, a story by science fiction writer Stanley G. Weinbaum contains the idea of a pair of goggles that let the wearer experience a fictional world through holographic, smell, taste, and touch.

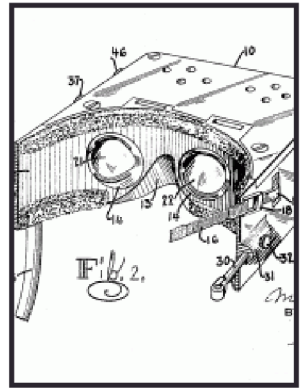


Sensorama machine

In 1956, Morton Heilig designed the Sensorama machine to create a feeling of being inside a movie, thereby creating a multisensory experience.

Telesphere Mask

The first virtual reality head-mounted display was invented and patented in 1960 by Heilig. It had a wide vision and stereoscopic 3D with stereo sound.

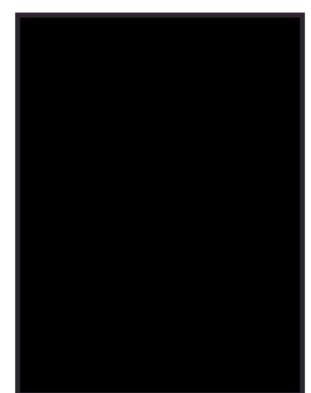


Comeau & Bryan

In 1961, two Philco Corporation engineers created Headsight, the first motion tracking head-mounted display (HMD).

Ivan Sutherland & Thomas Furness

In 1965, Sutherland delivered The Ultimate Display speech at a computer conference ushering in virtual reality. Furness, the father of virtual reality is known for human interface technology. He is the inventor the personal eyewear, virtual retinal, and the HALO display and holds 19 patents in advanced sensor display and interface technologies.



REFERENCES

- "University of Washington. (2022). Faculty Finder: Thomas A. Furness. [Video] <https://ise.washington.edu/facultyfinder/thomas-a-furness>
- All research references

VR Data

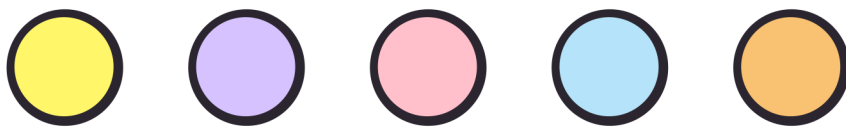


Geopolitics

Education

Cyberspace Community

Economy



In March 2014, Mark Zuckerberg, owner of Facebook, purchased Oculus. Oculus, a Silicon Valley start up had one major product, the Rift, a virtual reality headset. The company was purchased for \$2 billion dollars. The market exploded and continues to grow.

In their August 2021 R&D report, Information Technology & Innovation Foundation stated, AR/VR technologies offer significant potential to enhance learning at all levels and across disciplines.

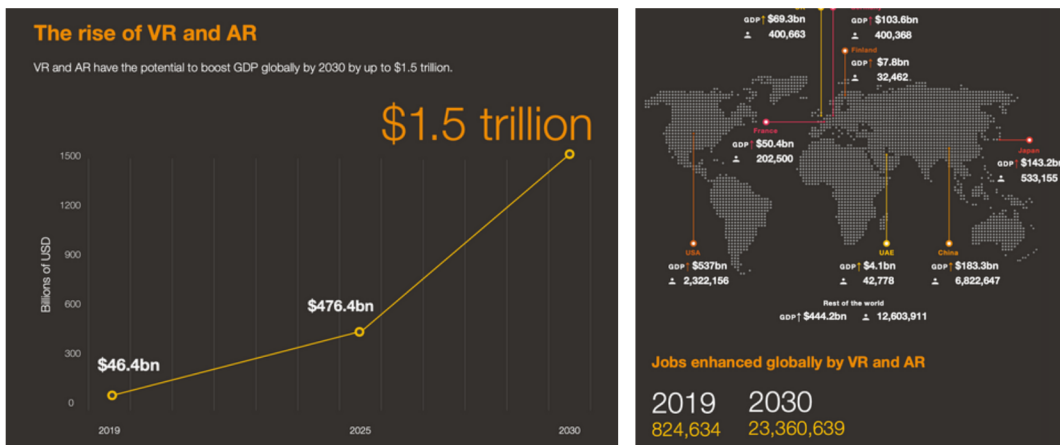
Read: [*The Promise of Immersive Learning: Augmented and Virtual Reality's Potential in Education*](#)

In classrooms around the world, students are visiting places and experiencing global resources without ever leaving the classroom using VR for virtual field trips.

Read: [*Reimagining the Role of Technology in Education*](#)

The global networking systems have influenced humanity existence on micro & macro levels. Theyt synchronize basic human life processes across geographical boundaries, time zones and cultural prejudices. Global cyberspace integrates people all over the world into one common cyberspace community.

Since the purchase of Oculus, Zuckerberg changed the name of Facebook to Meta. Meta currently has 80% share of the virtual reality market.



Read: [*Seeing is believing: How virtual reality and augmented reality are transforming business and the economy*](#)