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Emerging Tech

Hour 6

Article: <http://www.techradar.com/news/headsets-are-just-the-beginning-heres-whats-next-for-vr>

What's Next for VR?

In the past year people have been shocked by the new features brought to the market. Big names like Oculus Rift and HTC Vive hit the market in 2016 and gave users the ability to be more immersed in Movies, videos, and Games. Due to the rising demand of these products the prices have risen causing some consumers to steer away from the new technology. But as many people fail to see with something this cool is, what's next? Technology is always getting better and innovating. So what's next? New projects like Alloy put sensors on the outside of the headset and scan the rooms around you making a game tailored specifically for you. With technology like this the possibilities are endless, you can turn your house into a horror house or even barricade your windows and hide behind your couch waiting for a S.W.A.T team to rescue your hostage. The scanners take account of everything in your house to make sure that you don't bump or run into anything (unless you want to). Lastly this has even led to products like 360 treadmills that move with the game. You can be put into the world and physically control your character by running jumping and shooting.

This relates to emerging technology class because of the new tech that is being prototyped for the market. The scanner and sensors being put into these headsets has never been done for and looks to make history in the gaming market.

Most interesting fact? That people can watch their favorite pro team through the VR headset and don't necessarily have to follow the game caster when watching a competitive shooter like Counter Strike Global Offensive. If you don't believe me that this is a real thing the last championship game had almost 50 million viewers and you can look it up.