

# Immersive Virtual Reality: hype or reality?

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Virtual Reality (VR) is a computer simulated representation of a real or imaginary world, normally achieved with 3D graphics. Immersion into virtual reality is the perception of being physically present in the virtual world, the virtual worlds are normally displayed on a computer screen or in stereoscopic displays.

In recent years, there has been a lot of hype around Immersive Virtual Reality (IVR), given the development of a head-mounted VR displays that are relatively inexpensive and more effective than what the current market offers. Oculus Rift, a company developing one of these head-mounted VR displays, has released development versions of it, to get content produced and ready by the time that the consumer version is released in 2015, mostly gamers enthusiasts have been involved, but people from other fields have also been exploring other possibilities from medical, tourism to military applications.

In this talk I will give an overview about Immersive Virtual Reality, what is the current state and discuss if this is another technological hype, or if it could be a reality in the near future.