

# Written Response: Virtual Reality

**2a.**

The innovation that is used is virtual reality. The intended purpose of the innovation is to place a user in an realistic and authentic location. Society has also found that virtual reality can be used for health and learning skills without any risk. The auto focus lense between the eyes and screen are used for the direction the user is facing. There is a minimum frame rate of 60 frames per second allowing the digital image to seem as realistic as possible. My computational artifact describes the function because it walks through the basic steps virtual reality uses.

**2b.**

The main tool used was google slides. I first created a new slideshow and chose a good background template. I then typed the title of my innovation in the title text box and moved it to the top of the slide. Then in the next box I added a bullet list to list out basic steps for virtual reality. After I made this, I placed it under the title. I then found the images on google images. Once I found the two, I made them the same size. Then, I placed them in a vertical line.

## Computing Innovation

2c.

A benefit that this system has is the ability to train new employees the skills they need for the job. According to “Research Backs Benefits of VR Training”, “VR is provides many of the same benefits of training in a physical environment—but without the accompanying safety risks”. The VR allows for a person to learn with an engaging experience. This also allows for the person to have a safer learning experience than real life training. A VR system has also been proven to help with certain medical benefits to. For example, research has proved that this has the ability to treat post traumatic stress disorder and phobias. VR can also have a harmful effect on your health. The VR can also cause dizziness and nausea if left on too long. This is known as cybersickness. Cybersickness is when you experience something digital which can make you feel queasy.

2d.

Virtual reality uses the data from your phone to create the image, eye tracking data, and motion tracking data so that way you are immersed in the virtual world. The data is consumed from the console or computer onto the device using an HDMI cable. The device can also have a built in slot for a mobile phone. With this data from a computer or phone, the headset then changes the data to send to the users screen in front of their eyes. According to the article “Explained: How Does VR Actually Work?”, “These lenses focus and reshape the picture for each eye and create a stereoscopic 3D image by angling the two 2D images to mimic how each of our two eyes views the world ever-so-slightly differently. “ The VR also uses the data of how the human eyes work to know where to turn and how to immerse you in the virtual world. Virtual reality has many privacy concerns, but a big one is how the companies collect your location-based information. This means that the companies collect where in the world you are and what time zone you’re in. This would be concerning, because they could locate exactly where you are and how to get to you.

## References

2e.

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