МІНІСТЕРСТВО ОСВІТИ І НАУКИ УКРАЇНИ
СУМСЬКИЙ ДЕРЖАВНИЙ УНІВЕРСИТЕТ
КАФЕДРА ІНОЗЕМНИХ МОВ
ЛІНГВІСТИЧНИЙ НАВЧАЛЬНО-МЕТОДИЧНИЙ ЦЕНТР

МАТЕРІАЛИ IX МІЖВУЗІВСЬКОЇ
НАУКОВО-ПРАКТИЧНОЇ КОНФЕРЕНЦІЇ
ЛІНГВІСТИЧНОГО НАВЧАЛЬНО-МЕТОДИЧНОГО ЦЕНТРУ
КАФЕДРИ ІНОЗЕМНИХ МОВ

"TO MAKE THE WORLD SMARTER AND SAFER"

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The nineth scientific practical student`s, postgraduate's and teacher's
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VIRTUAL REALITY TECHNOLOGY

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Modern technology grows faster and faster. A lot of new gadgets and devices appears in our everyday life. Huge corporations compete for being the first in the fields of technology. Indie developers try to invent something new. All these things lead humanity to prosperity.

Mostly all fields of technology take their roots from old times. Virtual Reality (or additional reality) concept was made in 1860s, using panoramic murals to firstly introduce 360-degree art. Nowadays we use complex systems based on variety of hardware and software to get as much realistic virtual world as possible. And it's only the beginning of Virtual Reality (VR) technology path.

The companies working in their VR sector influence a technology in different ways. There are three categories of it: software development, hardware production, content creation. The most famous prototype is Oculus Rift, which was made by small group of developers and now belongs to Facebook. Consumer version is announced to be ready in 2016, for now it's only possible to buy developers kit version which is called "Crescent Bay", it's price varies from 200$ to 300$ depending on the version.

Modern society has different views on a VR progression. We can distinguish three main ideas about VR influence in future. The First one is "Integration" – VR will be integrated into our daily life and activity, and will be used in various ways to meet the human needs. The other point of view is "Additional Reality" – using VR to complete the real world. It will be used to cure different psychological diseases or phobias and won't be used on a daily basis like in the first scenario. The third one is "Migration" – full migration of the humanity or part of the humanity to the virtual world, resulting huge changes in the society and general worldview.

Companies giants like Microsoft, Google, Sony, Samsung announce their own versions of Virtual Technology products to stimulate progression in that sphere. The most famous prototypes are "Samsung Gear VR", "HTC VIVE" by HTC, "Project Morpheus" by Sony. Many technological conferences, forums are held each year, so even a single enthusiastic developer can find a team for his own invention. Our future is in our hands.