

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

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

“TO MAKE THE WORLD SMARTER AND SAFER”

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OCULUS RIFT – CHANGE THE GAMING FOREVER

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The creator of one of the most talked-about VR goggles is a young virtual-reality enthusiast Palmer Luckey. His passion about games and dream to play video games in simulated 3D-worlds helped him to become the owner of one of the largest collections of head-mounted displays in the world in search of the experience of actually being in the game. However, there was nothing to bring the experience from dreams to reality. Luckey set up to change it.

With Oculus Rift, you can feel that you are actually inside the world of the game. What sets these goggles apart? It is the immersive stereoscopic video rendering, massive field of view and ultra-low latency 360° head tracking. What makes the experience even more deeply engaging is the tactile feedback and user control of navigation.

Vast sums of venture funding, which already surpass \$91 million, speak for themselves. And on the top of it all is the Facebook deal. Facebook bought the Oculus VR Company for \$2 billion in spring 2014.

Virtual-reality headsets could have been found in 90-s of the 20th century either, but the technology was not good enough. Blocky graphics and narrow diagonal field of view leaved much to be desired for the technology. The ultimate goal of creating the Rift is making high VR-reality experience available to the average player. Reduced price of components helps to make the goggles affordable in contrast to preceding model. For comparison, suchlike goggles are sold at the price of \$100 000, while developers can currently purchase the Oculus Rift and the developer kit for \$350!

In addition, players complained of experiencing nausea with inclination to vomit after long exposure to the goggles of previous models. Moreover, after multiple exploiting of the head-mounted devices gaming in goggles does not feel so thrilling and exciting anymore.

Does Oculus Rift have such problems? Some users did feel nausea after durable usage of the goggles. The developers are already working on elimination of this issue in the consumer version of the Rift.