**Research Trends in Virtual Reality Music Concert Technology: A Systematic Literature Review**

* What is the research problem addressed by each paper?
* Why is the problem considered challenging in the research domain?
* Why is it important to address such problem?  
  • What is the proposed solution for each paper?  
  • How is mixed reality increasing immersion in the context?  
  • What concept or ideas did you gain from the papers to design your virtual world?  
  • What are the several dimensions of collaborative space?  
  • What are the key characteristics of previous designs with respect to your envisioned solution?  
  • What are the key elements of a good collaboration space concept?

This paper is looking at recent papers on VR music concerts and reviewing the different types of technologies and how they interact with the users.

The problem is considered a challenge because the use of VR in concerts is a very new field, rising in popularity particularly over lockdown.

It is important to address this problem as VR, and other mixed realities, are rising in popularity and usability for the public. Collecting and organizing existing research will help further research as patterns and technologies will be more readily available.

There was no direct proposed solution as this paper was a literature review however there are some interesting things to consider. Virtual Reality in the context of concerts tend to have a bigger focus on the artist, more so than the social elements within real-life concerts. Additionally, there is discussion about how music can be adjusted per person, so that it could either mimic what it would feel like in that spot within the audience or to tailor to preferences of the individual.