Blumber

Virtual reality (VR) as a disruptive technology, has already changed, is changing and will keep changing our life, making it an even more dynamic place for the future. Considered as the most immersive type of simulated digital reality technology, it can actually convince the human brain that the player is somewhere, which in fact is not physical but virtual transformation of the human in the digital world. This makes its role in the emerging intelligent human-machine Society 5.0 significant and interesting for research.

Modern games are irreplaceable polygon when talking about virtual reality. In fact, they are the main concept demonstrator about the VR technology. You could experience anything you could imagine – from driving spaceships to killing robots. But, to what extent could we immerse ourselves in this artificial environment?

Inspired by Howard Rheingold’s book, Virtual Reality: The Revolutionary Technology of Computer-Generated Worlds - and How It Promises to Transform Society, Blumber is a platform containing several minigames with educational and scientific purposes. It also contains a Mars simulator. Blumber aims asking some popular questions - how does the virtual reality affect us and what is our capacity in this different and new environment.