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<div align="center">"Zero Latency Founders Talk VR Arcades and the Future of VR"</div>

As the title implies, this article discussed VR arcades as well as the future of VR. is covers an interview done with the founders of Zero Latency, a company working on delivering consumer level wireless VR technology, about VR in general. VR arcades are a new business which have appeared in the last few years alongside the rise of consumer VR. At a VR arcade, customers pay for time in a special VR room where they can play a selection of games. VR arcades allow consumers to play VR experiences without needing to meet the space requirements or system requirements needed for VR.

I expect VR arcades to have the largest impact on me in the future. VR arcades provide a new way to share experiences with my friends and are a potential job creator should I decide to work on VR games meant for arcades. I can embrace the impact of VR arcades as a consumer by visiting and spending money at local arcades to encourage their growth and I can embrace the impact as a developer by making games which encourage others to come play them at a VR arcade. VR is changing pretty quickly as well, as discussed in the interview, and there are many ways it can impact me in the future. I expect the biggest impact to be the release of new technologies, further enhancing how immersive VR can be. These technologies include new methods of controls such as finger or feet tracking, as well as wireless technology, as Zero Latency makes. I can embrace the change of VR by following new technologies and potentially purchasing ones which my system can support to enhance my experiences.