Virtual reality has an interesting history, the idea of VR technology was first proposed by a sci-fi writer named Stanley G. Weinbaum in his short story Pygmalion’s Spectacles written in the 1930s. He wrote of a pair of goggles that allowed the user to experience a fictional world. Following this in 1955 a man named Morton Heilig envisioned a multi-sensory theatre in his paper entitled “The Cinema of the future”, he went on to build a working prototype in 1962. It was called the Sensorama and is one of the earliest known examples of a virtual reality system. It was a large device that you could place your face into. It simulated a motorcycle ride through New York, the user would sit in an imaginary motorcycle, with fan-generated wind, and simulated noise and smells of the city. Despite the lack of user control the experience still felt real. Heilig believed his invention could also be used to train the armed forces, he gave an example of a supersonic jet. Allowing students to experience flying the jet without putting them in danger. Heilig also patented a design in 1960 called The Sword of Damocles and it is considered the first virtual reality head-mounted display. The drawings of it look incredibly like the VR technology we see today. As the years progressed a man named Ivan Sutherland detailed the idea of an “Ultimate Display” in 1965. This device would be able to simulate a virtual reality to the point that the user would not be able to tell the difference from actual reality. “The ultimate display would, of course, be a room within which the computer can control the existence of matter. A chair displayed in such a room would be good enough to sit in. Handcuffs displayed in such a room would be confining, and a bullet displayed in such a room would be fatal. With appropriate programming such a display could literally be the Wonderland into which Alice walked.” – Ivan Sutherland. Obviously as it was only 1965, the technology available made it impossible to create such an impressive piece of technology. The idea of a virtual world indistinguishable from our own, sparked ideas in the minds of inventors in the years to come. Like American computer artist Myron W. Krueger, who created Videoplace. This was an artificial reality that surrounded the user, it also responded to their movements without needing goggles or gloves, the user would be projected onto a screen in front of them, they could change the image of themselves by moving around.