Virtual reality  
   
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Virtual reality (VR) is a simulated experience that employs 3D near-eye displays and pose tracking to  
give the user an immersive feel of a virtual world. Applications of virtual reality include entertainment  
(particularly video games), education (such as medical, safety, or military training), research and  
business (such as virtual meetings). VR is one of the key technologies in the reality-virtuality  
continuum. As such, it is different from other digital visual