

COMP210 - Research Journal

1507729

October 26, 2017

1 Putting Man above Motion

Virtual reality (VR) isn't a new idea, with some even claiming it's been around since the 1950s. [1] There have been many attempts at getting VR into the public however each time the technology to support VR hasn't been able to keep up. While developments happen in VR technology it's popularity has grown within the gaming community however recent VR devices can cause users to feel ill for a number of reasons. [2] The term used is called cyber sickness though it's also been called simulator sickness [3] previously.

References

- [1] "How did virtual reality begin?" [Online]. Available: <https://www.vrs.org.uk/virtual-reality/beginning.html>
- [2] T. M. Porcino, E. Clua, D. Trevisan, C. N. Vasconcelos, and L. Valente, "Minimizing cyber sickness in head mounted display systems: design guidelines and applications," in *Serious Games and Applications for Health (SeGAH), 2017 IEEE 5th International Conference on*. IEEE, 2017, pp. 1–6.



(a) Sensorama



(b) HTC Vive

Figure 1: An comparison of earlier and modern VR equipment.

- [3] D. W. Gower Jr and J. Fowlkes, “Simulator sickness in the uh-60 (black hawk) flight simulator,” ARMY AEROMEDICAL RESEARCH LAB FORT RUCKER AL, Tech. Rep., 1989.