Bijker talks about scripts as that "designers try to assert authority over "correct" and "incorrect" uses of the technology, define actors with specific tastes, motives, aspirations." (Bijker, Weibe (1995). *Of Bicycles, Bakelites and Bulbs: Toward a Theory of Sociotechnical Change.* Section 2.9) When VR is first implemented in 1966, these military engineers in Air Force and NASA see it being used in a way that's purely military. There's nothing personal or entertaining about the flight simulator and the training simulator that was created for astronauts and the national army.

Until the '90s, gaming companies like SEGA and Nintendo saw the potentials in 3D gaming, VR was being redefined, and remarket as new ways of playing, it's purely for entertainment. Nowadays, VR is being used in all kinds of industries, both being more personal and structured, more entertaining and professional.

This flexibility is what makes it hasn't reached its closure. Bijker's argument about the closure related to flexibility is that *"the interpretive flexibility goes away and only one gets accepted by everyone."* VR is used in healthcare, education, media, retails, etc, there's no specific implementation that dominants how it's being used. Although it did develop differently *"within one (and maybe more) social groups, where they understand its form and development as a logical/natural process".* (Bijker, Weibe (1995). *Toward a Theory of Sociotechnical Change.* Section 2.4). The current VR Product is designed to be more portable and fashionable, it's being marketed as a cool gadget to invest in the gaming community. For this user group, practicing surgery, having meetings seems unnatural, because the implementation of VR technology on this personal device is meant for providing an immersive gaming experience. While professional surgeons might also think it's unlogical to play games on a professional lab VR simulator.