In fact, VR is not a new word that has recently caught on. In the American science fiction novels of the 1930s, it was described that as long as the character wears the specific glasses, he is immersed in a world that can simulate vision, hearing and other senses.Some consider it to be the origin of the virtual reality (VR) concept。

From the 1930s to the 1990s, during this period, products of various shapes were invented. But subject to the level of technology at that time, they were far from practical.  They were never developed beyond a lab project because they were too heavy for users to move conveniently or wear comfortably.

The 1990s saw the first widespread commercial releases of consumer headsets, Especially in the video game industry. For instance,Nintendo launched the Virtual Boy console in 1995 which played 3D video games. It was the first portable console to display 3D graphics. But it was a commercial failure due to:The lack of colour graphics;and software supportSoon after ,it was discontinued.

But nowadays, VR possibilities started becoming widely available to the general public. Breakthroughs in technology have made VR easier to use and less expensive. So successfully commercialized products emerge, such as the oculus rift.

Based on the historical development of VR, we can make some resonable predictions about it.

First of all,an increase is starting for the public interest in VR due to the high accessibility for general consumers and VR applications that people could carry on their phones.[[58]](https://en.wikipedia.org/wiki/Virtual_reality#cite_note-58)

With the [COVID-19](https://en.wikipedia.org/wiki/COVID-19_pandemic) restrictions in 2020s, VR is experiencing a huge rise. According to Research, the global VR market will grow to 62 billion dollars in 2027.[[60]](https://en.wikipedia.org/wiki/Virtual_reality#cite_note-60)

Over the past few years, the popularity of Virtual reality technologies has been on a steady increase

Secondly, The application scenarios of VR will gradually increase. In other words, The application of vr is not limited to the familiar game industry. There is no doubt that the VR application ecosystem is expanding from a single game category to a more diverse and comprehensive ecosystem like smartphone applications, which can meet more needs of users.

Finally, There will be vr products available at low prices.

VR products will become more open, and a series of products will have a gradual price adjustment process to make it affordable for the public. As a result, the prospects of the VR industry are broader.

The next part, what we can do with vr will be introduced by my partner Taizhou.