

Student Choice Report

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# NextVR

## Overview:

Intro Video: <https://www.youtube.com/watch?v=wrG89d1RLWs>

NextVR is a virtual reality application. It allows the user to view sporting event, live concerts, and other things through the use of virtual reality. NextVR was founded in 2009 by David Cole. Since then NextVR has partnered with NFL, NBA, and many others to provide a unique virtual reality experience.

## Where is it used:

NextVR is used for entertainment purposes. As of now, you can use download and use NextVR's software on several kinds of hardware, these include, Gear VR, Google Daydream, Windows Mixed Reality, and PlaystationVR. NextVR is best suited as a cool way to view your favorite sports teams, artists, or gain exclusive access to your favorite shows.

## The Basics:

NextVR provides users with a unique viewing experience by using super wide-angle 8mm lenses to send video feed to the engineers. These engineers then work on audio and video to provide a unique experience. After this is done NextVR either broadcasts live, or creates videos that you may view through the app.

## Uniqueness:

NextVR is a great use of virtual reality because it allows the viewer to view the game as if they are actually there. People living across the country can experience the sights and sounds of being at an actual game, without leaving the comforts of their home. It is unique because no other software application out there has the quality and licenses to broadcast these experiences.

## Strengths and Weaknesses:

NextVR has many strengths and weaknesses. One strength is that the quality of video NextVR puts out is better than a majority of current virtual reality software. The engineers work hard to not lose any quality between the camera and the viewing through your virtual reality headset. One weakness they have is that they have yet to figure out how to broadcast live without losing quality. Currently NextVR limits their live broadcasts because the quality is diminished. Another strength of NextVR is that they have many unique viewing experiences outside of sports. One viewing experience I found particularly interesting is a Paranormal Investigating show. They set up cameras throughout an abandoned building which allows the user to look around and feel like they are actually in the building.

## Motion Sickness:

I have personally tried NextVR using Gear VR on my Galaxy S8 and I had very little nausea or simulator sickness. On a scale from 0 to 10, I would rate it a 2 because if you look around too quickly you could become a little dizzy. The physical camera does not move, so all motion is up to the user.

## Similar applications:

A similar application to NextVR is DiscoveryVR. DiscoveryVR is also a video/broadcast application which is used by the Discovery Channel. Even though their content is very different, DiscoveryVR also allows the user to watch channels and videos. Having used both, I prefer

NextVR. NextVR has better quality, and better user interface, and better content. DiscoveryVR has low quality which made the viewing experience unenjoyable.

## Potential Applications:

Some potential applications that I could see use is natural wonder tours, real world exploration, and even VR classes. NextVR shows how easy it is to be immersed in the real world. When you are watching the football or basketball game, it feels like it is really there. If they could make virtual tours of places like Stonehedge using the software and hardware of NextVR, it could feel like you were really there. They could even make VR classrooms, where distant students can participate in class and not feel so far away. The potential of this software is endless.

## Conclusion:

In conclusion NextVR is an interesting up and coming software that I could see being used frequently in the future and once virtual reality becomes more popular. They are continually adding more features and content. In the future, they plan on Broadcasting Football games live which could enhance your viewer experience at home. I am excited to see where NextVR goes next.

## References/Citations:

<https://nextvr.com/>

Moynihan, Tim. "Step Onto the Gridiron With the NFL's VR Game Highlights." Wired, Conde Nast, 3 June 2017, [www.wired.com/2016/12/nextvr-nfl-game-highlights/](http://www.wired.com/2016/12/nextvr-nfl-game-highlights/).