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SNHU

IDS 403 Milestone One

**Introduction:**

When it comes to a specific event or issue about a technology affecting the human race, there were many choices available to choose throughout history, whether it was creation of atomic bomb, space travel, development of the smartphone, access to the internet, etc. For my topic, I choice a technology closer to the modern age and it can be used as a steppingstone to unlock a type of tech with one of the highest potentials in changing the world. The development and public access of the Oculus Quest headset tools in May of 2019. The Oculus Quest headset is a tool to allow users to access a virtual reality system from anywhere with a Wi-Fi connection access, which now adays can be accessed anywhere in the world. Currently, Oculus has implemented its Quest 2 headset to handle augmentation reality, which I believe can be used later to change how activities are handled in daily life. As a society, we can learn how technologies like the Quest 2 can affect us by the use of the four general education lens which are the following: History, Humanities, Natural and Applied Science, and Social Science. Using these lenses, we can see how the Quest 2 can affect our present and future when it comes to our physical, mental, and emotional connection with our community and our reality.

**History Lens Connection:**

As our access to virtual and augmented reality continues to grow, we are gaining access to the metaverse and bringing aspects of the metaverse to reality. I have found many documents and videos explaining the metaverse. The easy way to compare these systems is gaining access to the metaverse using virtual reality would be like the movie “Ready Player One” and bringing aspects from the metaverse to reality would be like having access to a personalize “Jarvis” from the Ironman movies. In 2021, Facebook and other corporations are attempting to make a breakthrough into the metaverse. The business Oculus is a business under the corporate umbrella of Facebook and Facebook is using tools like Quest 2 to gain access to the metaverse. The actions of all these companies, which includes Facebook, coming together in 2021 to make many tools to gain access to the metaverse has created a digital frontier for users to create their own personal worlds within the digital universe. However, the continued push of a digital frontier might move humanity away from future reality discoveries such as further space travel, ocean travel, and inner earth travel.

**Humanities Lens Connection:**

The Oculus Quest 2 has mostly been adopted by teenagers to young adults when it comes to the applications of video games being played in the virtual world at one’s home. We can see in many online video posts how younger adults are integrating older individuals such as my generations’ parents into these virtual reality video games. The Oculus Quest 2 gives users the ability to view the artwork of individuals creating the video games. Since their original creation, video games were always a work of art because it shows how CGI design, painting, coding, storytelling, and world development come together to create a world designed by the creators’ imagination. With the Oculus Quest 2, a user can enter the virtual world to become the main character of the video game, which allows the user to become one with the artwork. The access to the virtual world allows individuals to see the beauty and dedication to the design of a new world with the user’s own eyes.

**Natural and Applied Science Lens Connection:**

As I previously stated, the Oculus Quest 2 allows users to see how all the coding, storytelling, design, etc. come together to create a new world. The Oculus Quest 2 is a device which uses Biology and Computer Science to give the user the best experience in the virtual world. Through videos on the internet, we can see how Biology of a human such as body movement, hand movement, and visual experience combine with how Computer Science uses coding to develop 3D designs and the user’s actions affecting the virtual world. Besides the virtual world, the Quest 2 has now integrated the augmented reality to its system. With this integration, the Quest 2 will allow digital designs to be displayed in the real world and this will allow additional Natural Sciences to be applied with the combination of the digital and real world.

**Social Science Lens Connection:**

From a personal standpoint, I have seen virtual and augmented reality has the ability to connect groups of people from all across the world, exactly how a social media platform does at this current time. Using the Quest 2 with a massively multiplayer online-playing game, users can make connections through the metaverse by creating avatars and connecting with other avatars. I have also seen the opposite of gaming systems, such as PC or Quest 2, cause problems for individuals being able to adjust to the real social structure and be apart of a community due to their communication skills lacking. These lack of communication skills have caused issues because their social skills have not been practiced on a daily basis and it causes individuals, mostly teens and young adults, to be quiet and have poor communication skills.

**CITATION:**

1. YouTube. (2021). *YouTube*. Retrieved September 11, 2021, from https://www.youtube.com/watch?v=d5KzLgbb5Xo.