Research Proposal

Virtual Reality

According to Merriam-Webster, Virtual Reality is “an artificial environment which is experienced through sensory stimuli (as sights and sounds) provided by a computer and in which one's actions partially determine what happens in the environment; also: the technology used to create or access a virtual reality.” (Citation goes here) Virtual reality is a medium in which you can interact with a virtual world using tools such as goggles or helmet paired with gloves or other movement sensors.

Virtual reality has advanced a great deal over the years and is now used in a variety of applications. These applications include immersive 3D(3-Dimensional) worlds used in gaming, surgical training for medical students, military simulations (command, combat, and defusing IEDs (improvised explosive devices), etc.), flight simulators, automobile prototype testing, PSTD(post-traumatic stress disorder) therapy, alternate approaches to education and more.

The purpose of virtual reality is to provide a sense of realism to a world that doesn’t exist. You did not explain why this is an emerging technology. **Thesis**: Virtual reality is an emergent technology that is bringing forth advancements to many fields of study in the form of gaming and simulations providing realistic virtual worlds for the user to experience. Good start. It needs to be more evaluative. Answer the question, “So what?” Why is it important? Consider the applications beyond gaming.

To conduct our research we are going to be using the DeVry EBSCOhost library resource as well as various government and educational websites including Science Daily, Scientific American, Wired, Popular Science, USC Institute for Creative Technologies to gather a broad range of information. From there we’ll focus more on individual aspects of the various applications of virtual reality by following through the references of the original articles we gather our initial information from.

As we are all involved in the same senior project group at the same time as this course, we are going to be managing our time by completing deadlines we set to ensure that all of the work from both of our large projects is completed in a timely manner. By adhering to a strict work schedule we can ensure that all of the work that is required on a weekly basis is done on or before the deadline of that particular assignment.

To ensure solid communication is consistent, we have shared email addresses, phone numbers and Skype contact information. We have and will continue to have both physical, on site meetings as well as online ones through Skype to ensure that we’re all on the same page as to what needs to be completed and when.

Our team members include Jordon Kopp, Josh Kopp, Matt Kalafut, Derek Finch and Vince Smeraldo. Vince will be our point man and will turn in all of the work that is required for the group on a weekly basis. Jordon is taking care of the science and technology portion. We feel that explaining this aspect of virtual reality is important because it is an emerging technology. Josh is taking care of the business and economics portion. We feel that this is important to research because it is a growing market that is becoming increasingly popular over the years. Matt is taking care of the history aspect. We feel that it’s important to cover the background of virtual reality and understand how it got to where it is today. Why? Derek is covering the future of virtual reality. This is an important area to research because the technology is growing and there are more and more potential applications that virtual reality can be used for in the future. Vince is covering how virtual reality relates to art and education. The reason we decided to research this portion is because virtual reality is a form of interactive media that is growing in popularity as well as a useful learning tool.

I expected the sections to contain more explanation.

This is a good topic, but you’re going to have to convince your audience that VR is an emerging technology. From the audience’s perspective, it’s old hat. We’ve all heard of it, and we think, big deal, what’s new? So you’re going to have to focus on the cutting edge side of the technology, especially in your introduction.

The main concern I have is this: You’ve mentioned other uses of VR besides entertainment, but I don’t see that any of your group members are covering them. I see that Vince is covering Education – is that where you’re including them?

Good overall, but three points off for the short section explanations. 27/30

References

Virtual reality.(n.d). Merriam-Webster. Retrieved from http://www.merriam-webster.com/dictionary/virtual%20reality