

Honing In

After months of deliberation and exploration, I have finally found the topic I want to work on for my personal project. Having explored almost every topic in Computer Science from Artificial Intelligence to cybersecurity, I was careful of deciding what area I wanted to explore specifically. I found that many of the areas in computer science were boring to me either due to being very hands-off or being heavily explored already. The reason why virtual reality and haptics caught my eye was because it had a focus on integrating the virtual environment with the real world. I could immediately interact with the code I was creating and other people could also enter these digital worlds. Virtual reality also appealed to me because of my previous experience in game development and my love for video games in general. Video games were the reason why I became interested in Computer Science in the first place so it is fitting that for my topic I am going back to my roots to create a Virtual Reality video game. Even though I haven't settled on the concept for my virtual reality video game, I aim to make it unique and impactful to the world of VR, and hopefully, for 2nd semester I could switch gears and focus on the business side of selling a virtual reality game.