VR now:

* Standalone (used with mobile phone) & PC based (HTC and Oculus)
* Not just for gaming, for other purpose as well. i.e. manufacturing, farming and profession training
* Motion Capture: Oculus Hand Motion Capture feature/ ultraLeapMotion
* Passthrough feature (camera view to the real world: for safety issue)
* Untethered headset
* No Base Station required
* Higher FPS in performance: up to 144 in Valve Index

VR future:

* Headset gets lighter
* Many more contents are developed regarded to the training and other section
* More advanced motion capture feature
* More completed haptic technology
* Shaper image and more precise interaction