

Virtual reality theme parks

by wearetelescopical - Monday, May 11, 2015

<https://www.jwtintelligence.com/2015/05/virtual-reality-theme-parks/>

Some [worry](#) that the coming age of virtual reality could lead to an epidemic of digital shut-ins—why leave the house when you can “be” anywhere with the touch of a button? [The Void](#), however, imagines a social space where virtual reality might draw people together—a 21st century take on the classic video arcade.

The Void, which stands for Vision Of Infinite Dimensions, is a virtual reality experience in a physical space—a sort of industrial jungle gym. Guests wear VR headsets that can transform their physical surroundings into “everything from haunted castles to dinosaur safaris to futuristic battlefields.”

The arena also features haptic vests and gloves that allow wearers to manipulate physical objects (say, plastic swords) in the virtual world. The Void is due in Pleasant Grove, Utah, next summer, but creator Ken Bretschneider hopes to [expand](#) to major cities around the world soon after.

<https://www.youtube.com/watch?v=cML814JD09g>

[Much fuss](#) has been made about virtual reality and its potential to disrupt gaming, but there’s still a major disconnect between most VR games and the real world. “We live in an age where endless entertainment options exist at our fingertips, yet we still have a real need to get out of the house and share new experiences with our friends and family,” says The Void’s site. Perhaps this fusion will be the real draw of VR technology.

In a cheeky nod to competitor Oculus, The Void promises an experience “exceeding that of similar VR devices expected to reach the home market later this year.”

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