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| VR device | Category | published | resolution |  |
| **Oculus Rift** | PC-VR | March 25, 2016 | two OLED panels each 1080×1200 | has controller devices- each containing a joystick, buttons, and two triggers - one for grabbing and one for shooting or firing |
| **Sony PlayStation VR** | PC-VR | Oct. 2016 | each eye is 960 × 1080 pixels | the controller is called PlayStation MOVE, it has A small loss of immersion sense and  comparatively cheap Compared to the others |
| **HTC Vive Pre** | PC-VR | 2016 | [refresh rate](https://en.wikipedia.org/wiki/Refresh_rate) of 90 [Hz](https://en.wikipedia.org/wiki/Hertz), and resolution of 1080x1200 | It has many improvements compare to the previous. The controller is more convenience and looks lighter the front-facing camera called “Chaperone” [14], allows the software to identify any moving or static objects in a room. |
| **Samsung Gear VR** | mobile-VR |  |  | use Galaxy Note 4 |
| **Google Cardboard** | mobile-VR | 2014 |  | low-cost($2) VR using existing smart phones, and has a magnet button as the input device |
| **FOVE VR** | PC-VR |  |  | The first eye tracking VR headset |
| **Avegant Glyph** |  |  |  | has no traditional screen  the high Refresh Rate make it has no latency, the narrow view angle make user less immersion |
| **Pico Neo and DeepoonM2** | VR-all-in-one | 2016 |  | 350g(Pico Neo), 398g(DeepoonM2 |