**CHAPTER 1**

**INTRODUCTION**

**I.1 Background**

Background of Oculus Rift arise from the desire of mankind who wants to create a virtual world technology that can be used for a variety of advantages. The beginning of making this technology is based on the simulation technology that makes human beings as if plunging into the actual incident. This technology was created by Palmer Luckey to handle difficult things and limited by natural resources, funds, equipments and humans in order to be resolved and can alleviate operational costs in all aspects related to technology.

At this modern era, so many human needs in the world of technology. This can be seen in terms of limited resources which make human being difficult to be handled. In this Oculus Rift technology, all made virtually without the need for extensive space in the real world. Oculus Rift makes human work easier.

Virtual reality technology is also beginning to look inside the Japanese cartoon "Sword Art Online". Where a helmet users can enter a big virtual world and can interact with his virtual body. Eventually the humans trying to create a virtual reality tool that can interact with other tools that are integrated with the virtual reality tools. The tool is called the Oculus Rift, a pair of glasses that can realize a virtual world that is seen as the real world.

Oculus Rift virtual reality comes as a bridge between the virtual world and the real world. Currently the tool similar to the oculus rift has developed in several countries with their own style. Project Morpheus is example made by Sony that can be used to play games. However the reality, virtual reality is not only used for gaming. But can be used for military, medical, and flight simulator. Oculus Rift very assists human life in this modern technological era at section of time, cost, location and finances that make this technology continues to be developed and received support from various parties. Oculus Rift is believed to help the human work easier and better than ever.

**1.2 Writing Objective**

The purpose of this ISAS are :

● to understand the development of Oculus Rift.

● to understand utility of Oculus Rift in various field.

● to knowing impact of Oculus Rift

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**1.3 Problem Domain**

In accordance with the title of ISAS "Oculus Rift as Virtual Reality Revolution". We will discuss:

♦ How the Oculus Rift useful in our lives.

♦ Knowing the component on Oculus Rift.

♦ Knowing the impact of Oculus Rift technology.

**1.4 Methodology Writing**

The method used is the method of browsing from internet and read someone review article.

**1.5 Writing Framework**

The paper was written by systematic as follows :

**CHAPTER I : INTRODUCTION**

**1.1 Background**

Discusses the history of Oculus Rift, Human needs in technology and the reason why Oculus Rift Created.

**1.2 Writing Objective**

The purpose of this article is to understand the development of virtual reality with tool called Oculus Rift .

**1.3 Problem Domain**

Mention several points about the limitations of the problem to be discuss.

**1.4 Methodology Writing**

Our team use the method of browsing and observing.

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**1.5 Writing Framework**

Describe the entire of ISAS

**Chapter II Basic of Theory**

Tell the definition about Oculus Rift,History about Oculus Rift,the use of Oculus Rift, and the components inside Oculus Rift.

**Chapter III Problem Analysis**

Analyzing and solve the problem that contained in problem domain.

**Chapter IV Conclusion and Suggestion**

Conclude and suggest related to ISAS.

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