**CHAPTER IV**

**CONCLUSION AND SUGGESTUION**

**IV.1 Conclusion**

* Oculus Rift is a technology that allow users to interact with real objects being simulated using a computer. Actually, virtual memory is the environment / objects that exist only in the imagination that is capable of generating three-dimensional atmosphere that makes the user as if physically involved.

Example : Flight Simulation

* Oculus rift created by Palmer Luckey. Beginning of making the oculus is only intended to gamers. When initial appearance, he gets donation from Backers (donors) who are mostly maniac game and indeed Oculus Rift is intended only to play game. Then the main vision is "one step to get into the game real world" since the user will feel really be in the game world.
* There are 11 part inside Oculus Rift :

1. Lens Mounting
2. Headset
3. LCD Board
4. Lens (multiple options)
5. Adjacent Reality Tracker Board
6. Control Box Board
7. Lens Mounting Cover
8. Control Box Container
9. Gyro sensor / Accelerometer Invense
10. Microcontroller ST Microelectronics
11. Magnetometer

* Version of Oculus Rift :

1. Oculus Rift HD Prototype
2. Oculus Rift Developer Kit
3. Oculus Rift Developer Kit 2
4. Oculus Rift Crystal Cove Prototype
5. Oculus Rift Consumer Version

* Usefulness of Oculus Rift in the real world :

1. Usefulness of Oculus Rift in the real world
2. Business
3. Entertainment
4. Medical & Education
5. Military
6. Art & History

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* Impact of Oculus Rift

1. Health
2. Labor
3. Addicted

**IV.2 Suggestion**

1. The Oculus Rift must be developed to be used by mankind in various fields
2. Oculus Rift should be made comfortable so the users will be more comfortable to use it.
3. The cost of the production and sale of equipment Oculus Rift shall be made low so that all mankind can feel the virtual reality
4. Parents must supervise their children in using oculus rift in order to avoid unwanted things
5. All aspects due to the Oculus Rift must be minimized in order to avoid unemployment.
6. Oculus Rift should be best possible in various fields.

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