**Issues with VR**

The matter of motion sickness has historically plagued the technology, with some questioning if such a hurdle can effectively be addressed. “The experience can cause nausea, eyestrain and headaches. Headset makers don’t recommend their devices for children. Samsung and Oculus urge adults to take at least 10-minute breaks every half-hour, and they warn against driving, riding a bike or operating machinery if the user feels odd after a session.” As was reported in the *Wall Street Journal*. While tech companies work around the clock in attempts to tackle the issue at hand, a much more serious concern of permanent harm lingers on in the minds of many keeping tabs on its progression. Some have even come forward suggesting VR headsets can cause a spectrum of temporary and/or permanent neurologic deficits.

Personal isolation is another issue that continues to perturb those both inside and outside of the virtual reality arena. With the advent of the World Wide Web, portable tech devices and social media streaming, the struggle individuals face in keeping one with the physical world is a real and ever present truth. Would strapping on a headset further close those off from society, even more so than keeping fixated on their smartphone screen? “There could be a world where VR replaces most real-world interactions. What will happen is for many low-value interactions, VR will replace a lot of those.” Ocular Rift’s Palmer Luckey was quoted saying.vgvjhbjh