My group for the topic research response was group 2, their topic was Virtual Reality. This topic was particularly interesting to me because I think that all the research and improvements in that field have been exponentially improving over the past 5 years. From the Virtual Reality presentation I learned that there are a few key things in deciding if something is considered as Virtual Reality. Firstly, the 4 qualities that determine Virtual Reality or not, believable, interactive, computer generated, and immersive presentation of whatever is being transformed into Virtual Reality. These qualities are important in the determination of Virtual Reality because they take into account all of the different things that could cause something to not be as immersive or as real as they should be, and points out the key principles that make an impressive Virtual Reality setting. The true definition of Virtual Reality can be described as an immersive, computer-simulated environment that acts as a physical presence in real-world places or imagined world. This definition shows how the use of sight, sound, touch, and smell combined together are the most important factor in the immersive relationship between a virtual environment and our physical environment. This group gave many good examples of how virtual reality is being used in a practical manner, other than gaming, to improve our lives. A few of these examples included the flight training of pilots with flight simulators, the use of immersive combat simulators to train armed professionals, and finally the use of a stimulating Virtual Reality to rehabilitate the sick or mentally disturbed. These examples, along with many other examples, are being implemented currently and in the near future to make our lives much easier and seamless. Though these implementations of VR are growing, the biggest market currently is in the gaming industry, in the place where a more immersive environment truly makes the experience much more satisfying and entertaining. Though VR is a very desirable market across all industries, there are also a lot of problems with the sustainability of the technology and the level of immersion. These problems are a growing concern across the globe because of the power that a completely immersive system could have on the human brain. At some point there may even be programs that run on these devices that are so real that we would never even know that we are using them. This group's presentation was very informative with their statistics and data on the past, present, and future of the Virtual Reality world.