

7 Things about HTC Vive

1 - What is it?

The HTC Vive is a fully immersive virtual reality headset. The HTC Vive headset and controllers cost around \$600.

2 - How does it work?

Using two sensors in each corner of the room, the HTC Vive tracks and maps your movement around the room. The headset is connected to the computer via a long cord, and the controllers are wireless. A computer that has the processing power to run virtual reality is also required, which can get pretty expensive. The Vive is powered by SteamVR, which is a virtual reality based gaming software.

3 - Who's doing it?

There are many different types of people using the HTC Vive. Some people use the Vive for a good time at home, and others use it for educational purposes. As far as educational purposes go, The Arlington Science Focus School in Arlington, VA uses VR to take students on virtual fieldtrips to places like the Smithsonian Museum.

4 - Why is it significant?

The HTC Vive has tremendous potential for use in education, business, and your own personal life. Virtual reality can be designed precisely for human interaction for specific reasons to create experiences that would otherwise not be possible.

5 - What are the downsides?

The high cost of the HTC Vive is a huge downside. \$600 is a lot of money to spend on anything, and if the Vive didn't cost that much I'm sure we would see a lot more of VR. Some people may develop motion sickness from using a virtual reality headset for too long.

6 - Where is it going?

Potentially, virtual reality could become our newest computing platform. Also, there have been talks about making virtual reality appeal to all five senses, instead of just your eyes and ears. This would involve things like water splashing up against your feet while you're on a walk on the beach.

7 - What are the implications for higher education?

In the medical field, virtual reality has been used to investigate the anatomy of different body parts, and interact with them. Also, Penn State University in Pennsylvania is currently using virtual reality to train students to do things in the virtual world as practice before they try it in the real world.

