7 Things about Oculus Go

1 - What is it?

The Oculus Go is a standalone VR headset, and it's designed for Virtual observation, rather than interaction. So it allows for a variety of apps to be stored in the headset itself, and the app library can be altered and can have new additions through a connection between an app that can be downloaded on smartphones, tablets, etc.

2 - How does it work?

The Go is a standalone headset, so it relies on the hardware that it all stored within it. It also contained VR-optimized lenses, and crystal-clear graphic capability. The pairing of the hardware and software allows for a high threshold of graphics to be seen, especially for a standalone device.

3 - Who's doing it?

This headset is being produced under Oculus, who has also made various VR headsets, and they have just been bought by Facebook, and Facebook wanted to have a more economically optimal headset to be released for commercial use.

4 - Why is it significant?

The Go is one of the first headsets that's able to present itself as a VR option that could be useful in a classroom setting, but doesn't have the expensive price tag as the other more powerful headsets have. It's a 'middle ground' option between the Google Cardboard, and a more sophisticated system like the HTC Vive. Providing a device that can accomplish all the tasks that main VR headsets can, but with a reasonable base price allows for the flexibility of itself in the commercial, and educational, market.

5 - What are the downsides?

The main downside with the Go is the problem of not being to expand the technology and the headset further because of the whole processing unit being contained in the headset. The processing only allows for simple uses for interaction, and can only be useful for an observational standpoint. The Go app formatting is quite new, so it will be receiving waves of new apps in a steady consistency from third-party developers.

6 - Where is it going?

The Go itself doesn't have great potential to be built up, per se, but has the greatest potential to be a stepping stone for Oculus to build a fully interactable headset that doesn't require a gaming PC. The Go is able to expand the educational tools available from the third party to become an educational asset.

7 - What are the implications for higher education?

Looking into the implications of the Go in higher education, the Oculus Go will be able to provide itself as a versatile learning platform, whether it's examining an anatomical structure,

viewing different marine biology videos, or examining the importance and symbolism of American monuments through a historical tour. The Go will begin to gain more favor with the educational world because of the low cost, and the easy implication of this in classrooms because of the expanse of the apps.