



7 Things about Oculus Quest

1 - What is it?

The Oculus Quest 2 is a fully immersive VR headset that does not require a computer to function. This means that it is fully wireless, and it runs through its own programming rather than Steam VR.

2 - How does it work?

The Quest 2 is an entirely wireless system and comes with the headset and two wireless controllers that act as one's hands. The cameras on the headset allows the Quest to survey one's area that they are playing in and recognize boundaries, and therefore it does not need mounted sensors like other VR headsets. Moreover, there are different wireless accessories one can add on to their Quest, such as cybershoes.

3 - Who's doing it?

The Quest 2 is used by the general public for a plethora of different functions, such as academic and personal enjoyment.

4 - Why is it significant?

The Quest 2 is significant in that it is incredibly affordable, and marginally cheaper than its competitors along with being completely wireless. Therefore, one does not need to own any other equipment except for the Quest 2 in order to use it. That, along with it being affordable, makes it both attractive and popular.

5 - What are the downsides?

The Quest 2 has several downsides. First is battery life, it only lasts 2-3 hours, making the VR experience very limited. The second is that there are many cases of people using it and getting motion sick.

6 - Where is it going?

The Quest 2 is the second iteration of Oculus' Quest line of devices, and improvements such as battery life, controller ergonomics, and picture quality have been seen in this device compared to the first, and one can assume that they will only continue to get better.

7 - What are the implications for higher education?

Much like the other VR devices, the Oculus Quest 2 allows one to be fully immersed in a 3D experience. Therefore, whether it be the anatomy of the human body, experiencing a flight simulator, or exploring different parts of the world, it can enable one to fully immerse in an academic experience.

