

CGAT Keynote

Virtual Reality: state-of-the-art and research challenges

Edmond Prakash

University of Westminster, United Kingdom

This keynote presents key challenges in Virtual Reality technologies, and presents recent research and development efforts. One of the main challenge is the device technology and its adoption by developers. The second major challenge is the scalability and wider social/public adoption by end users. The third major challenge is the applications that benefit from VR and the adoption of VR in newer areas. Next, the ubiquitous challenge of interaction modes and the recent advances in user immersion experience is analysed. Finally, as with every IoT device, VR kit are also susceptible to security and privacy issues that demands ethical use to improve trust in VR adoption.