

Virtual Reality Gamification: An Insight to the Future?

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Abstract— *The virtual reality is Computer-generated stimulation which are used for the experiencing a different reality. In this paper possibilities of VR gamification in the near future and how it possibly can take the whole world by storm if the right efforts and funds are given . VR is already having a possibility of helping surgeons and hospitals along with a dozen others like defences, entertainment industry and others. So we can think that in the near future we may see a lot of VR applications.*

Key Word--- *Virtual Reality-Electronic devices-VR Gamification*

I. INTRODUCTION

Virtual Reality –what is it really? Currently it is trending a lot in the field of technology and so many people are fascinated by it. The principle is to create a relationship between the user and a virtual environment. For that, software technologies like computer graphics, real-life computing as well as hardware technologies such as human-computer interfaces are required. It is also used in various spheres of life for example if you want to try a dress or something from the comfort of your home or the latest trends, or to place together the parts of a car and to try new technologies in the car or if we want to experience a new thrilling experience.

The whole concept of virtual reality begins around 1930, where a lot of different technologies and concepts arise out. For example, if the Link Trainer, which was one of its own first kind of commercial flight simulator launched in the 1990s. Also the visionary, science fiction writer Stanley G. Weinbaum brings a story out about a pair of goggles which gives a type of hologram effect to the one who wears it. Then cinematographer Morton Heilig developed an arcade-style theater cabinet named Sensorama which was enhanced with seat motion, vibration, sound, wind and aromas. Virtual reality dates back to the time of 1990s when the first success was achieved in the industry of entertainment. But slowly it started spreading to every of the life. Its still new in lots of part and people are still not accustomed to using it daily. Overall VR can be referred to as a technology that allows someone to replace the real world by a virtual world, making them believing that they are in an alternative world. The entertainment industry and research has a lot of opportunities and VR scope. Gamification in VR is not only restricted to entertainment industry but also other streams. entertainment, flight and driving simulation[6]-[8], cultural heritage[9]-[11], and scientific and medical visualizations[12]-[13], to cite some

II. GAMIFICATION- WHAT IT IS AND HOW IT CAN BE USED

Users are completely immersed in a computer-generated reality in the Virtual world which is actually created by computer technology the gaming and entertainment[1]-[5] are entering earlier. So if we can use both of them together, it would be a big thing. VR devices, has been in the market for sometimes now but they have not got much recognition from the public. VR applications [2]-[14] have now been used in many industries and organizations such as military, engineering and construction, healthcare, education, business and more. When the user puts on a VR headset, they sense and believe-their brains do- that they are in an alternative universe. Now if we want to talk about some VR devices which have been in the market for sometime but have not got much reorganization. Some of this are :

NERVE GEAR :

Many people don't really watch anime or know of this device specifically. Here's a brief insight on this, in 2012 the anime Swords Art online (SAO) showed us a fictitious reality – a kind of virtual reality- where the user is in semi-coma state in the real world unable to move their limbs or able use your senses to hear, see or touch. Now skepticism was huge for this as people discussed in huge numbers if its really possible for something like this to actually be possible. Not only because no one was researching on this topic but also because if it actually possible no matter how much advanced the world technology was... people thought not now but maybe till 2050-2060 something like this would come out and make it possible. Most people found this to be a cool idea and decided that if something like this would come out they would definitely try it out. Now, did I forget to mention SAO is type of a game anime. A type of virtual reality based theme. But right now its more confusing if those gadgets would come out even in the public.

OCULUS RIFT :

The Oculus Rift is a device created by Palmer Luckey, an amateur games in seeking a more immersive experience. Coincidentally, in 2012 (the same year the anime) the "Oculus Rift" appeared in a technology fair, and left big names in the game industry baffled with the immersion that he could pass. The result was much huge than he expected. Big companies like the owner of Steam and other companies offered millions in research, record signals and but in near future we can reverse the process and send signals to brain and make the brain see what we want

There are two primary types of virtual reality devices:

- (*) Standalone devices.
- (*) Tethered devices.

III. SUMMARY OF THE PAPER SUBMITTED

So from this paper we can conclude that already that virtual reality will be a big thing in the market in the near future. In the near future we can see already that virtual reality will run the whole market. From finance to entertainment industry to hospitals and medicines to shopping to defense systems to almost very system we see that virtual reality has a great scope and is seen taking over gradually seen taking over. One such industry is the Gaming industry. Just imagine how much money can be made if VR technology can be implemented into everyday's world. We can also see a great future help VR would actually be doing to all the industries and the profits and help it can be doing in the market all over the world. Virtual reality have a long way to go before it can be popular all over the world and be easily accessible to people. For that appropriate funding would be needed and if we really want to make a VR based game then it would need a lot of fund and enough social media interaction and for people to be able to use it. Also people are still skeptical about it so they need to be said its use and explained about its use. I m sure in the future this problems would be met with and virtual reality gamification is a huge possibility in the future.

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