



emex

EMERGING MEDIA EXPLORATION

Of what use is virtual reality?
By Carita Forsgren

Why do we crave VR?

-- Is it for duplicating reality as it is?



Why do we crave VR?

- Is it for duplicating reality as it is?
- Old stereoscopic images often depicted famous places & landscapes...
- People wanted to be taken to other places, other realities than their own



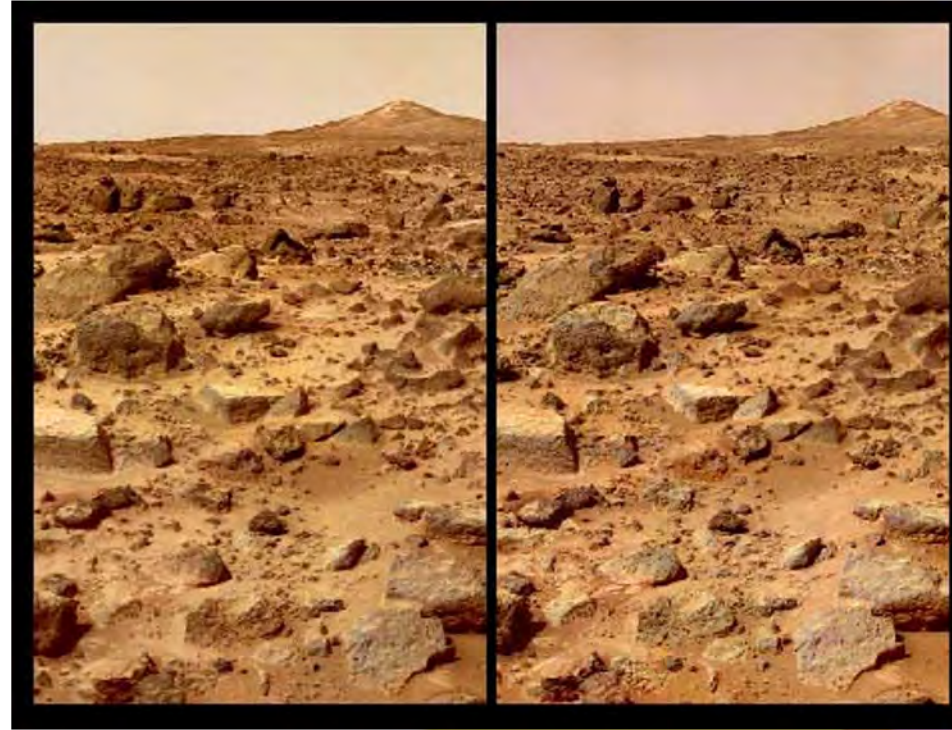
Why do we crave VR?

- Is it for duplicating reality as it is?
- Old stereoscopic images often depicted famous places & landscapes...
- People wanted to be taken to other places, other realities than their own
- ...Or, they wanted to see themselves in a new way



Why do we crave VR?

-- We want to go beyond our boundaries as physical beings (location, time, size, senses...)



Why do we crave VR?

-- And we want to have new kinds
of experiences and entertainment!





Uses of virtual reality

-- Games



Uses of virtual reality

-- Games



[The Assembly](#)

Uses of virtual reality

- Games
- Non-game narratives: fiction



Uses of virtual reality

- Games
- Non-game narratives: fiction, documentaries

[Clouds over Sidra](#)



Uses of virtual reality

- Games
- Non-game narratives: fiction, documentaries
- Simulations: industry, medicine...



Uses of virtual reality

- Games
- Non-game narratives: fiction, documentaries
- Simulations: industry, medicine, flight simulators, military simulations etc





Experts agree that language
learning is best

Uses of virtual reality

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- Simulations: industry, medicine, flight simulators, military simulations etc
- Health: keeping fit, dentist fear...



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- Health: keeping fit, dentist fear...
- Creative tools & toys: art, music, media



[Oculus Medium 3D sculpting tool](#)

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[Tilt Brush by Google](#)

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[Quill by Oculus](#)

Uses of virtual reality

- Games
- Non-game narratives: fiction, documentaries
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- Health: keeping fit, dentist fear...
- Creative tools & toys: art, music, media
- Porn & erotica



Uses of virtual reality

- Games
- Non-game narratives: fiction, documentaries, sports
- Simulations: industry, medicine, flight simulators, military simulations etc
- Health: keeping fit, dentist fear...
- Creative tools & toys: art, music, media
- Porn & erotica
- Social: work, recreation, classes, workshops, religious practice(?), etc.





EXPERIENCES



VIDEOS

SIGN UP

OR LOGIN

EN

FR

PREMIUM

Explore the Interior of the
ISS

PREMIUM

Explore the
Titanic

PREMIUM

Discover the Acropolis
of Athens

Anatomy VR

VIDEO

gesagt

Kurzgesagt - In a
NutshellInternational
Space Station

PREV.



NEXT



Erasmus+



**Tampere University
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