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THE FUTURE OF VIRTUAL REALITY.

The future of Virtual Reality (VR) has arrived already and is gradually moving beyond its gadget stage.

With the introduction Virtual reality headsets the access to immersive learning and simulation experiences has been widely opened.

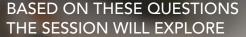


It looks likely that by 2020 computer systems will deliver convincing immersive reasonably reliable virtual reality and won't cost more than a big screen television. In this second shifting mindset session we will explore the potential of this new technology in the world of work and more in particular apply a VR perspective to our own training Centre.

The session will start with a series of shifting mindset 'what if? questions:

- ▶ What if this fully immersive visual-auditory experiences can **replace the real thing?**
- ▶ What if we start to have problems to distinguish what is real and what is virtual?
- ▶ What if artificial intelligence is more powerful than our own intelligence?
- ▶ What if virtual reality **changes people's lives**?
- ▶ What does it mean to live in a virtual future?
- What if you can experience a friend's wedding in Australia?
- ▶ What if avatars are human? (remember Siri?)
- What if virtual reality could change human consciousness?





THE POTENTIAL OF VR FOR SOCIETY, EDUCATION, INDUSTRY, ART AND ENTERTAINMENT.

JOINTLY WITH A GROUP OF EXPERTS YOU WILL HAVE THE POSSIBILITY TO HAVE A VR EXPERIENCE USING ONE VIRTUAL HEADSETS THAT WILL BE MADE AVAILABLE DURING THE SESSION.



INTRODUCING THE

Virtual Reality

CARDBOARD

VR Cardboard brings immersive experiences to everyone in a simple and affordable way.

Whether you fold your own or buy, you're just one step away from experiencing virtual reality on your smartphone.



INTRODUCING THE

GEAR VR





INTRODUCING THE

AUGMENTED REALITY

Augmented Reality turns the environment around you into a digital interface by placing virtual objects in the real world, in real-time. Augmented Reality can be seen through a wide variety of experiences.

Through mobile devices like smartphones and tablets, Augmented Reality acts like a magic window; through the viewer you can see holograms and manipulate 3D models.









More information on

VIRTUALREALITY.ITCILO.ORG