Case Study:
VR in Gaming

Derek Juba
Amitabh Varshney
Virtuality 1000CS

- Launched October 1991
- Amiga 3000
- 30,000 flat-shaded polygon faces at 20 fps
- 350 units produced
- $60,000 (1991)
  $104,904 (2016)

http://www.amigahistory.plus.com/virtuality.html
Virtual Boy

- US release: August 16, 1995
- Discontinued: March 2, 1996

https://en.wikipedia.org/wiki/Virtual_Boy
Virtual Boy

- Red and Black monochrome graphics
- No tracking
- $179.95 (1995)
  $281.18 (2016)

http://www.racketboy.com/retro/nintendo/games-that-defined-nintendo-virtual
Current Rift and Vive

Steam 2016-04-17
Rift Launch Titles

The VOID

- VR amusement park
- Proprietary HMD, vest, gun, etc.
- Large, custom environment
  - Incorporates multiple senses
- June 2016?

https://thevoid.com