

Members: \_\_\_\_\_

Section: \_\_\_\_\_ Date: \_\_\_\_\_

**Emerging Technologies**

**Instructions:** Gather information about the technology assigned to you; Provide potential application of the technology on four (4) different areas: business, education, health, and society; and provide a recommendation of how the potential application of technology can be implemented in a specific area. Include hardware devices, software, facilities, etc. on the implementation.

Analyze the potential application of cutting-edge technologies in different areas. Select from the topics below:

- Augmented reality (AR)
- Virtual reality (VR)
- Machine learning
- Internet of Things (IOT)
- Quantum computers
- Cloud computing

<u>Virtual Reality</u> (Name of technology)				
Information about the technology assigned	virtual reality means simulating bits of our world (or completely imaginary worlds) using high-performance computers and sensory equipment, like headsets and gloves. Apart from games and entertainment, it's long been used for training airline pilots and surgeons and for helping scientists to figure out complex problems such as the structure of protein molecules.			
potential application of the technology on	business	education	health	society
	With a created virtual social platform people can use this to sell or advertise their items and people joining in can actually purchase it. Its more like an online shopping but its different.	Virtual reality allows students to explore, experience, and become immersed in virtual environments. This tool can be used for any subject and gives educators an avenue to explore with learners as well as engage with a variety of learning styles. For instance, students can walk through a rainforest and discover different animals and vegetation.	It can reduce stress and increase mood of enjoyment, using this in this time of pandemic you can use it while exercising your body to make it look like your in the gym with others, your instructors or running in a threadmil makes you feel like running in the park.	It can increase the skills in sociability with this method you can socialize to other people through virtual reality, you can make friends specially to those introvert people having difficulty in talking to other people.

<p>recommendation of how the potential application of technology can be implemented in a specific area. Include hardware devices, software, facilities, etc. on the implementation.</p>	<p>The Virtual Reality is also potential in travel wherein people can do visit other places. With Virtual reality this comes up with different sensory display devices to immerse the person in a 3D virtual environment and the most common sensory display are the head-mounted displays for 3D visual and headphones for 3D audio. A VR system needs to be able to track the position and orientation of your head in order to calculate the appropriate perspectives to display. Any other body parts, such as your hands and feet that will play an active part in the virtual environment must also be tracked. The device that does this is called a tracking device. Input devices is also needed such as joystick, gloves, voice recognition and other input devices which allows you to travel and manipulate objects and even build on the virtual world. In order to develop virtual environments, typically require auxiliary software for creating the objects that go into the virtual environment and configuring their attributes. You can build the geometry of the items and set some of their visual features using 3D modeling tools. Textures can be applied to things using 2D graphics software, which can increase their visual detail. Digital sound editing software enables you blend and manipulate the sounds that things create. The simulation software is what brings all the components together. It takes information from the trackers and input devices, applies it to the things you've created, and updates the sensory displays. The need of simulation software to program how the objects behave and create the rules that the virtual environment follows.</p>
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**CONCLUSION**

In conclusion Virtual reality is a great help to do everyday life activity in this time of pandemic which can be done at home. It can help them to experience things that they havent done like camping, travel around the world, going to a museum, concert and others. I think this Virtual reality is somewhat still in progressing and i hope in the near future I can see the maximum potential of this technology to offer.

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