



The Future of VR

Year	Headline	Copy	Source
2021	Augmented reality and VR to merge to create a new user experience	Augmented reality and virtual reality could merge together to create an experience where any element could be virtual or real without the user really knowing.	https://www.wareable.com/vr/michael-abrash-wha
2021	Virtual humans to drive the use of VR in social interactions	VR is set to become part of our everyday lives as we create virtual humans to keep us company - although expressions are expected to be hard to create in a virtual environment so we might still want physical company too!	https://www.wareable.com/vr/michael-abrash-wha
2022	Apple to launch new VR headset	Apple are expected to launch a new VR headset in 2022 that is set to make it almost impossible for the user to differentiate between the real world and the virtual one.	https://www.digitaltrends.com/computing/apple-a
2025	Interactions with VR to be through handheld devices	Handheld devices will be the main way users interact with VR, as controllers give users a tactile feel and experience rather than using motion sensing devices.	https://venturebeat.com/2017/06/06/jesse-schell
2026	VR headsets will look like sunglasses	Virtual reality headsets will become sleeker as users see headsets downsize to a similar size and style to sunglasses.	https://thenextweb.com/facebook/2016/04/12/fac
2030	Advances in healthcare through VR	The VR healthcare market is expected to hit \$76 billion by 2030 and has been used to train surgeons and help with pain management.	https://www.digitalhealth.net/2020/02/augmented
2030	Experience life on Mars	A new interactive VR experience will allow people to experience life on Mars and be used for training purposes as well as sharing the work NASA is doing on developing sustainable human missions.	https://www.nasa.gov/feature/nasa-concepts-bring
2030	Neutral avatars will be used for hiring	When it comes to employment, selection tests will be done through neutral avatars, so hiring will be based solely on a worker's capabilities.	https://www.bbva.com/en/emerging-technologies
2030	Help resolve phobias or fears	In medicine VR will help resolve phobias or fears by virtually transporting the patient into a conflict situation	https://www.bbva.com/en/emerging-technologies
2050	Replace high street shopping	People will make all of their purchases from home, trying on clothes in virtual reality changing rooms and getting advice from AI shop assistants that know exactly how to cater for their taste.	https://www.independent.co.uk/news/business/ne