IJARSCT
ISSN (Online) 2581-9429
International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)
International Open-Access, Double-Blind, Peer-Reviewed, Refereed, Multidisciplinary Online Journal
Impact Factor: 7.67
Volume 5, Issue 4, March 2025

Virtual Reality

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Abstract: *Virtual Reality (VR) is an immersive technology that creates a simulated environment, allowing users to interact with a three-dimensional digital world as if it were real. Utilizing advanced hardware such as head-mounted displays (HMDs), motion tracking devices, and specialized software, VR transports users to environments ranging from fantastical realms to realistic simulations. This technology has applications across diverse fields, including gaming, healthcare, education, training, architecture, and entertainment. In gaming and entertainment, VR enhances user experience by providing highly engaging and interactive environments. In professional domains, it serves as a tool for simulation-based training, medical diagnostics, virtual prototyping, and therapeutic interventions. The core technologies behind VR include high- resolution displays, motion sensors, spatial audio, and haptic feedback, which work together to create an immersive experience. While challenges such as high development costs, motion sickness, and hardware limitations persist, ongoing advancements in VR technology continue to expand its potential. VR is paving the way for new possibilities in human-computer interaction, revolutionizing how individuals experience and engage with digital content.*

Keywords: Immersive Technology, Simulated Environment, Head-Mounted Display (HMD), Motion Tracking