Virtual Reality for Mass Media

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Abstract: *In the 20th century, people started to pay a lot of attention to virtual reality technology, which has since developed into a new business. VR may be used in a variety of sectors, including entertainment, medical, and science. VR technology now provides a variety of benefits and drawbacks in many industries. This essay examines the benefits and drawbacks of contemporary technology via an examination of how VR has been used in various sectors. It is crucial that virtual reality technology develops and becomes widely used. It has altered the dull and passive manner of computer and human contact and improved the humanity of the two-way exchange. Virtual technology today offers both benefits and drawbacks, despite the fact that it is heavily ingrained in people's lives. It is possible to view the use of analytical technologies more impartially and ongoing improvement in next research and development.*

Keywords: VR, technology, next research.

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