Virtual Reality



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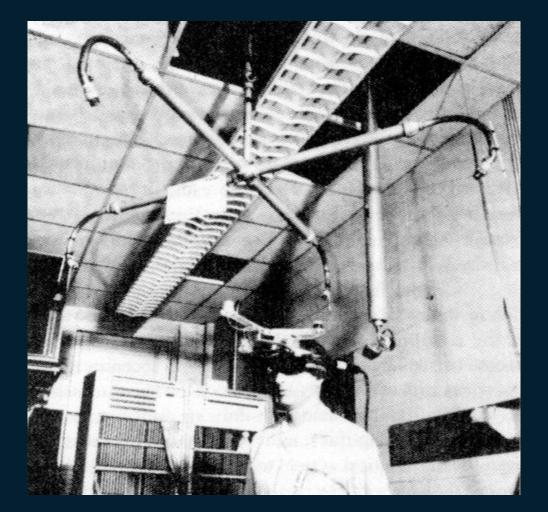
Virtual Reality, Semiotics, Multi-narrative Design













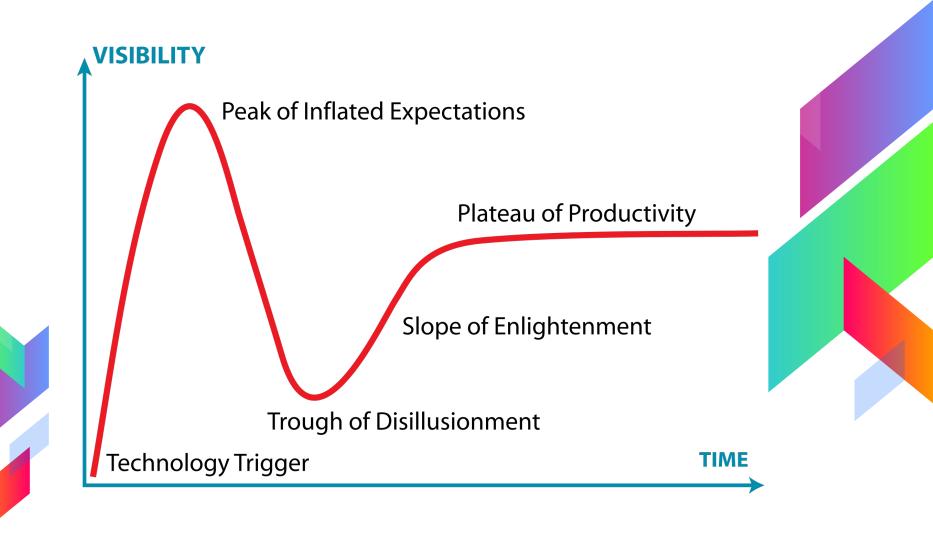


VR industry

- > Tourism
- Health
- Education
- Gaming
- Entertainment



Gartner Hype Cycle



Technology Trigger

- Early proof of concept
- No real product
- No business model

Kickstarter campaigns

Peak of inflated expectations

- Proof of concept
- Expectations to business and consumer are set
- Some companies jump on the bandwagon

Trough of disillusionment

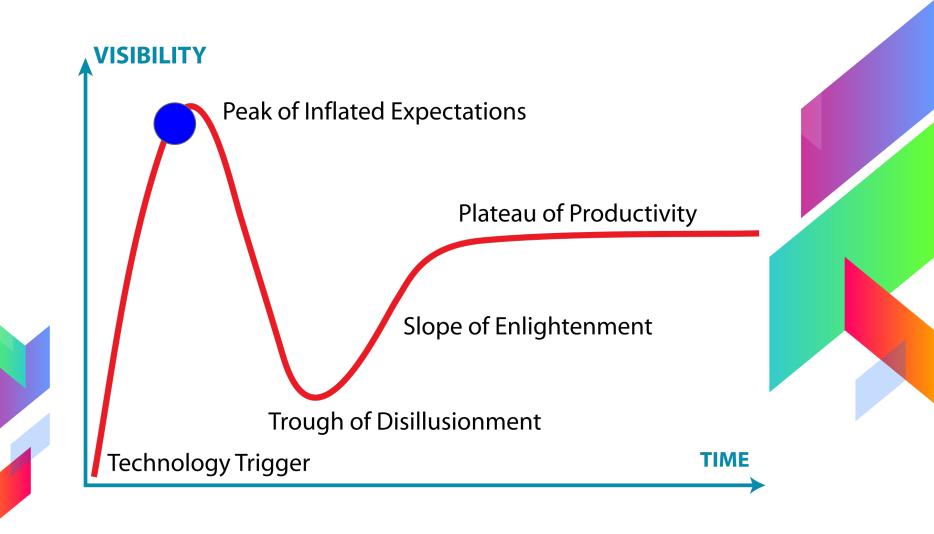
- Interest wanes
- Product does not meet expectations/demands of the consumer

Slope of enlightenment

- Applications more clear
- > Clear added benefit
- Second and third generation models

Plateau of productivity

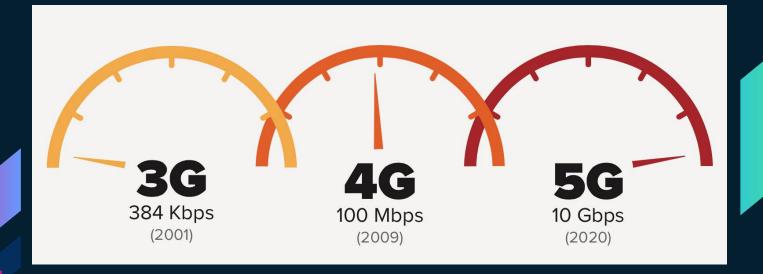
- Mainstream adoption
- Clear expectations and criteria
- Sustainable business (models)







Bandwidth



Where will it settle?

Entertainment?
Health?
Training?







Thanks

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