

## **Some Recent Developments in VR**

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Virtual Reality (VR) is a general term used for a group of technologies that are brought together to enable users to visualize and interact with computer generated environments. The underlying benefit of VR in its various uses in education, design, communication and entertainment is that it strives to engage all of the human senses in the performance of some task while providing a realistic means of interaction. Here I will give a brief introduction to the theoretical benefits of VR and then describe some of the state-of-the-art implementations, developments and applications of these technologies. Examples include haptic (touch) interfaces, augmented reality visualisations, the omni-directional treadmill and brain computer interface (BCI) enabled walk-throughs.