

## **Recent News Stories on Immersive Media**

### ***Hype or Hope***

Please read each of the short news items below, and come to class prepared to participate in a discussion. Jeff Jacobson and I will lead on how much of each item is *hype* (cool, but of little value for learning), how much is *hope* (genuine potential for transformational improvement in learning).

#### **Devices and Software**

<https://www.technologyreview.com/s/602189/intel-and-microsoft-are-teaming-up-to-make-virtual-reality-ubiquitous/>

<http://www.theatlantic.com/technology/archive/2016/07/what-comes-after-keyboards/490511/>

<http://www.asianscientist.com/2016/08/features/adrian-cheok-imagineering-institute-mixed-reality-lab/>

<http://newatlas.com/veeso-face-tracking-vr-headset/44512/>

<http://news.mit.edu/2016/glasses-free-3d-larger-scale-0725>

#### **Applications**

[http://learning.blogs.nytimes.com/2016/08/31/reader-idea-new-york-times-virtual-reality-in-the-classroom/?\\_r=1](http://learning.blogs.nytimes.com/2016/08/31/reader-idea-new-york-times-virtual-reality-in-the-classroom/?_r=1)

<https://www.yahoo.com/tech/love-life-hear-heartbeat-real-231730504.html>

<https://www.ossic.com/blog/2016/8/9/how-virtual-reality-will-change-the-music-industry>

<http://motherboard.vice.com/read/vr-ar-eeg-consumers-stores>

<http://mashable.com/2016/08/16/cancer-cell-virtual-reality/#HAHmxBJykkqN>

<http://www.npr.org/sections/health-shots/2016/06/29/483790504/virtual-reality-aimed-at-the-elderly-finds-new-fans>

#### **Issues and Barriers**

<http://ispr.info/2014/09/30/5-roadblocks-to-vr-becoming-mainstream/#more-19545>