

Virtual Reality and Augmented Reality

I remember watching “Back to the Future” as a child. The futuristic technology and “cool gadgets” seemed so unattainable at that point. 31 years on, we have surpassed the clumsy technology featured in the film and now regularly take sophisticated technology for granted.



It is a matter of fact that technology has and will continue to change the world that we live in. One of the most talked about Technologies at the moment is of course Virtual Reality (VR) and Augmented Reality (AR). How the technology can be applied in our lives, sectors it could disrupt or even how it can improve social issues in the world, are all topics that seem to be both consciously and subconsciously seeping into our radar. It is therefore unsurprising that the giants of the tech industry like Apple, Google, Facebook and Microsoft are investing billions to make VR and AR more accessible.

It is anticipated that the exciting technology would be used to revolutionise the world and vastly improve human welfare. Therefore we would focus on how we see it changing the following key areas:

Health

I am sure we have all heard about the most recent exciting breakthrough in medicine where eight paralysed patients regained some feeling in their legs with the help of VR. VR has also infiltrated operating theatres where surgeons from across the world can assist on complex and specialised surgery without the time lag of physical traveling. Mental health patients are also able to access the most suitably trained doctors without constraints of their physical locality.

As we are still in the early days in terms of VR in medicine, I am very confident that this is only the tip of the iceberg and that we can look forward to more of such amazing development of the technology in this area, especially with the parallel development of artificial intelligence, big data analytics, sensors and deep learning.

Education



It is unsurprising that there are already a number of companies applying VR and AR in the education industry. For example, for “field trips” without having to leave classrooms, distance learning allowing students from all over the world to attend classes and providing suitable and practical training on both an academic and industry level.

Students in 2 schools based in the US have had the opportunity to experience Nearpod VR which applies VR and

AR technology to traditional lesson plans for a more immersive technology driven approach to learning. With the ability to send students to over 25 virtual field trips, the application of VR is said to revolutionise EdTech like never before.

Training with VR programmes can be highly beneficial as it can simulate realistic dangerous or risky situations within a controlled environment whilst being cost effective. In particular, VR training has been proven to be exceedingly useful for medical training (both surgery and emergency response), combat training, architectural and construction simulation.

Business

Technology has long been intertwined with the business world and systems such as Skype, video conferencing and telephone conferences have been a way of conducting cross-border meetings with the advantages of cost, time and carbon footprint savings.

However, VR and AR can now bring a different dimension to the table. Literally. For example, businesses can now use avatars to attend meetings in a virtual boardroom, offering a more realistic experience to the virtual meetings.



Businesses are also using virtual reality as a cost efficient way of developing a product or service. For example companies can now build and test prototypes without developing multiple versions which in turn saves time and cost for the company. Hitches and glitches in a product can be identified and tweaked at an early stage.

Entertainment

Unless you have been living under a rock in the past few months, you would not have been able to avoid the constant publicity of Pokémon Go. Although VR has been around for decades, it is the combination of AR and VR that has brought on a new wave of innovation. Companies can provide a truly immersive experience to the consumers.

As companies are able to offer more, the demands and expectations of consumers increase accordingly. For example, it is not enough to be able to play a video game on a screen, players now want to be able to physically participate in game like pulling a trigger, throwing an object or even physically exploring the landscape of the game. A flight journey can now be enhanced into a journey into space or an exploration of destinations around the world, therefore allowing users to go on a trip even before arriving at their destination.

To find out more on the trends and tribulations of VR and AR technology, come along to our free monthly meetup later this year. Follow us on Twitter for further details, to be announced in due course. In line with our aim to give something back to and engage with the local tech community just on our doorstep, we host monthly themed meet ups which are free to attend. We also make available essential legal documents*, which are free to download on our website

<http://www.dklm.co.uk/site/services/tech-law/> to help you put in place just some of the basic legal protection you need when setting out on your venture.

You are free to use the documents as you wish but we would always recommend speaking to a specialist lawyer who can adapt and tailor legal documents to your business' specific requirements.

Feel free to follow us on Twitter <https://twitter.com/techlawhub> to keep in the loop about upcoming free events (and lots of tech news!)

Please feel free to contact us if you have any queries at all:

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