



Virtual Reality

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Fact

- ◆ Virtual Reality is expected to reach \$34 billion by 2023 according to Markets and Markets and a combined total of \$94 Billion including augmented reality by 2023.

Outline

1. Virtual Reality
2. Hook
3. Facts
4. Opinion/Thoughts/Ideas
5. Conclusion
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Fact

- ◆ In fact, “presence comprises two concepts: place illusion (PI) and plausibility illusion (Psi)” (Slater, 2009, para. 2).
- ◆ Many researchers have agreed: “A necessary condition for PI is that the VR is perceived through natural sensorimotor contingencies, based on the active vision paradigm” (Noë, 2004, para. 2).
- ◆ According to Valmaggia et al. (2015), “virtual reality has also been used to study environmental factors influencing paranoia by changing variables such as population density and ethnicity”.
- ◆ In 2003, Freeman noted that “Suitable VR environments can bring on food cravings, with responses to VR food comparable with real food”.
- ◆ “The angular extent of the retinal projection of two or more similar objects or textures is measured in terms of their relative size” (Cutting, 1997).

Opinion

- ◆ Original text: “Psychological research and clinical practice have made huge strides in recent years too” (Layard & Clark,2015).
- ◆ Paraphrased text: The angular extent of the retinal projection of two or more similar objects or textures is measured in terms of their relative size (Layard & Clark,2015).
- ◆ Original text: “Virtual reality has been used to develop an understanding of too few diseases, although even when used as a research tool, it has mainly been used to assess symptoms, rather than to obtain more accurate causal conclusions using manipulation tests” (Cook & Campbell, 1979).
- ◆ Paraphrased text: Virtual reality has been utilized to study too few diseases, but even when it has been employed as a research tool, it has primarily been employed to evaluate symptoms rather than to draw more precise causal inferences using manipulation tests (Cook & Campbell, 1979).
- ◆ Original text: “Larger displays are possible, and the observer can be placed at some distance from them.” (Cutting, 1997).
- ◆ Paraphrased text: The observer can be positioned a distance away from larger screens if desired (Cutting, 1997).

- ◆ Original text: “VR environments can elicit psychiatric symptoms, manipulation of VR can inform the understanding of disorders, and simpler psychological treatments can be success-fully administered in VR” (Reeve, 2017).
- ◆ Paraphrased text: VR environments can trigger mental symptoms, manipulating VR can help us understand diseases, and we can successfully apply less complex psychological treatments in VR (Reeve, 2017).
- ◆ Original text: “Psychiatric symptoms can be assessed in VR, but robust tests of reliability and validity have been very few” (Spanlang, 2017).
- ◆ Paraphrased text: Psychiatric symptoms can be assessed in VR, but there are few robust tests for reliability and validity (Spanlang, 2017).

Conclusion

- ◆ Research results have shown that VR can be useful in a variety of areas, despite its limitations. However, it should be borne in mind that virtual reality is more often and more popularly used in medicine, since it will be more important to develop the world of social treatment in which it is very necessary to have an accessible and fast encyclopedia.

References

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- ♦ Freeman D., Reeve S., Robinson A., Ehlers A. (2017) Virtual reality in the assessment, understanding, and treatment of mental health disorders. *Cambridge University Press*. Retrieved from <https://www.cambridge.org/core/journals/psychological-medicine/article/virtual-reality-in-the-assessment-understanding-and-treatment-of-mental-health-disorders/A786FC699B11F6A4BB02B6F99DC20237>