

Andrew Khukhryanskiy

E.A. Zhukova, research supervisor

I.A. Ivanchenko, language adviser

National Mining University, Dnipro, Ukraine

The Influence of Virtual Reality on Human Mind

Our society is witnessing a rapid development of innovation technologies which allowed to do scientific research in many spheres and, in particular, in virtual reality (VR) and its impact on a human mind and imagination.

VR is a device which transmits to a user realistic generated images, videos etc. The main function of this mechanism consists of recreational features. The first author of this instrument was John Carmack whose ideas gave more opportunities to consider existence of virtual reality.

The scientists constantly disagree about relevance and productivity of virtual reality, but converge in one – this idea of innovation technology will affect both positively and negatively in future on the life of humanity.

VR have such advantages as:

- Improving skills in different spheres of human activities (medicine as an enhancement to traditional therapy, military forces trainings, educational projects with worldwide virtual excursions etc.);
- New experience in developing imagination;
- A wide spectrum of scientific progress development.

The disadvantages of VR are the following:

- High prices, so consumers audience is limited by enthusiasts, gamers, adopters
- Bad ergonomics: after VR most users seem to loose balance and disoriented. Side effects and possible health problems require serious long-term researches;
- Low investments

Practically, VR project made by the Japanese scientist Kahamoto Hiyazuki, is thought to be improved to VR with full immersion. There is a hope that these interesting and perspective ideas would be realized very soon.

But on the other hand, some of VR products, as many psychologists concern, can breed up a generation of sociopates or cyberaddicted young people. It is a challenge for our society not to lose feeling of an edge of real world and Virtual Reality. The right of choice is up to everybody.