

Abstract

This work provides a history overview of virtual reality and immersive practices since the mid-20th century, when the development of virtual reality sped up, due to new visual technologies and massive expansion of information technology.

Second part of this work aims at awareness and usage analysis of virtual reality in public and examining the solutions for its successful future development. I've used a quantitative survey in two age groups, from which I analysed the public interest about using virtual reality, suggestions for its improvements or interest in completely stopping the development due to its problematic circumstances in early development.