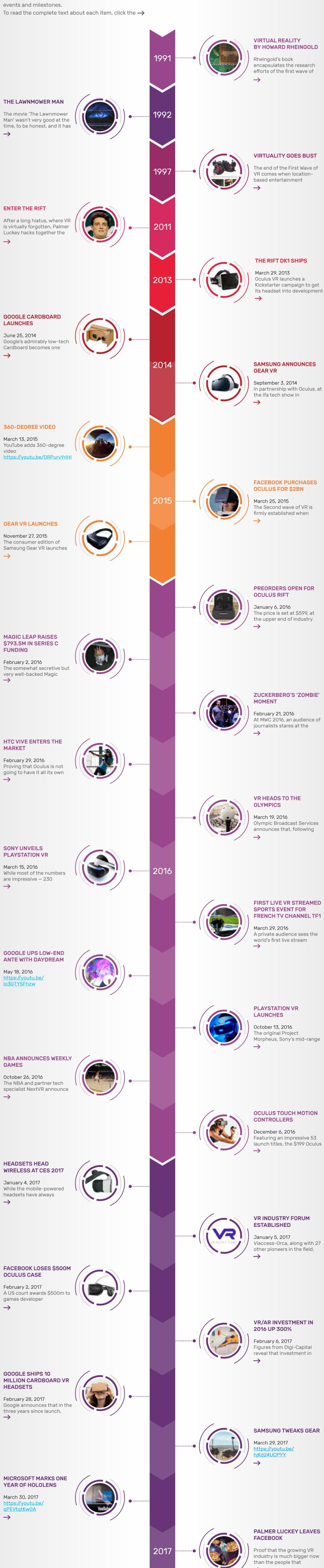
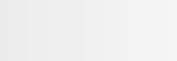


THE VO VIRTUAL REALITY TIMELINE

Like a surprising number of current subjects based on computing, the technology and even the concepts of Virtual Reality are comparatively recent. Exactly where you chose to start a timeline on VR is therefore a matter of opinion, but we have chosen the publication of Howard Rheingold's bestseller 'Virtual Reality' as our start point, as it collates all the diffuse research efforts into the field up to that date and moves it on from a cyberpunk trope to a deployable technology. Our Virtual Reality Timeline chart progress in the field from the publishing of "Virtual Reality" in 1991 to the very latest key events and milestones.





May 17, 2017



GOOGLE ANNOUNCES STANDALONE HEADSET At 2017's Google I/O conference, the company \rightarrow

VR SNAPSHOT: JUNE 2017 June 29, 2017 Halfway through the year,

Parks Associates provides \rightarrow





November 26, 2017 Facebook CEO Mark Zuckerberg introduces the



ABI: VR PROJECTED TO

APPLE BOOST AR WITH ARKIT FOR '100S OF MILLIONS' OF IOS

DEVICES

June 5, 2017

A NEXT GENERATION OF **HEADSETS EMERGE #2:**

OCULUS

October 11, 2017

After a few months in the doldrums, VR market

August 10, 2017

Facebook CEO Mark Zuckerberg introduces the