Dov Bechhofer Explains the Rise of AR/VR and the Potential These Technologies Have for Our Future

NEW YORK , NEW YORK, UNITED STATES, January 17, 2019 /EINPresswire.com/ -- Dov Bechhofer is a computer engineer with an eye for trending tech topics and predictions on how technology can improve or impair our future. Here, he helps explain the rise in popularity of augmented reality (AR) and virtual reality (VR), and their place in society's future.

Screens have revolutionized our lives. First, there were television and theater screens that entertained the masses. Next came computers, which revolutionized every aspect of human life, from work to play and everything in between. Desktops gave way to laptops and tablets all before the smartphone took over in the early 2000s. Dov Bechhofer acknowledges that the first successful AR/VR technology in widespread use came about only because of advancements in smartphone technology.

"Manufacturing AR and VR components that perform as consumers expect them to is way more expensive than people realize, which is why it took so long for these products to become available to consumers," says Dov Bechhofer.

He mentions that VR devices really only became popular around the time phone carriers retailed headsets alongside their phones for basic VR experiences in the last few years. Similarly, AR gaming (such as the international craze Pokemon Go!) introduced the world to technology's ability to reconstruct our reality. From projecting cartoon creatures into environments through cell phone screens, people today can use AR technology to interact with their surroundings in new ways and make important purchasing decisions. For example, Wayfair furniture retailer allows app users to project furniture in their rooms and test how products look at home before ever purchasing.

Gaming was also the driving factor behind consumer VR use, with devices like the PlayStation VR headset and the Oculus Rift leading sales around the world––ultimately helping improve all VR tech. When consumers invest in VR gaming technology, they inevitably pay for further research to make products more capable and state-of-the-art.

"Companies like Sony who manufacture VR products want to keep their customers coming back in the future to buy newer and better technology," says Dov Bechhofer. "They accomplish this by investing their returns in improved gadgets and software, improving the capability for all future VR technology in the process."

Already, organizations utilize VR technology to educate and train people on specialized topics that benefit from immersion and practice. In one program, engineering students can interact with optics and lasers by building three-dimensional systems that respond in real-time. In the case of chemistry, VRs remove the need to purchase equipment and chemicals (saving millions of dollars and reducing the risk of harm in the process). AR can similarly be used in the future to help cut costs on physical products for a range of studies and career paths.

“VR tackles a lot of the typical restrictions to learning. Educators only need a computer, a VR device, and a savvy program to teach complicated subjects with ease,” says Dov Bechhofer. “If for nothing else than entertainment and education, AR and VR technology will prove to be an invaluable asset moving forward.”

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