SCI-FI TECH

ANTICIPATED VIRTUAL REALITY MARKET GROWTH, FROM 2013 TO 2018



\$407 MILLION S198 MILLION







VIRTUAL REALITY:

FACEBOOK ACQUIRED OCULUS VR™ FOR

HOLOGRAMS:

3D OBJECTS WITH HAND GESTURES

AUGMENTED REALITY:

ogle™ released its Glass™ wearak computing device, a voice- and touch-controlled display

MICROSOFT® SPENT \$150 MILLION

VIRTUALLY IMPROVING THE WORKPLACE

UPGRADED TRAINING TECHNIQUES





ENHANCED

MIND-BLOWING BUSINESS TELEPORTATION



INNOVATION FOR THE FUTURE

THE VIRTUAL REALITY MARKET'S GROWING AT A CONSISTENT RATE, AND THE LEVELS OF INVESTMENT SUGGEST THESE TECHNOLOGIES ARE LEANING MORE TOWARD PRACTICAL APPLICATION THAN EVER BEFORE. EXPECT TO SEE VIRTUAL REALITY WORK ITS WAY INTO YOUR JOB IN THE NEAR FUTURE.

