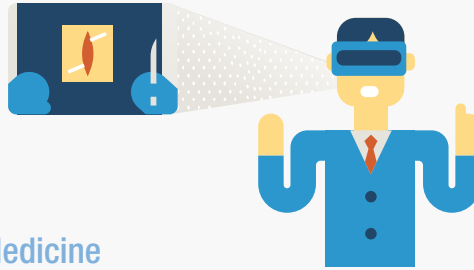
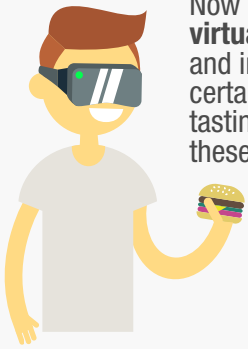


INNOVATIVE USES FOR VIRTUAL REALITY

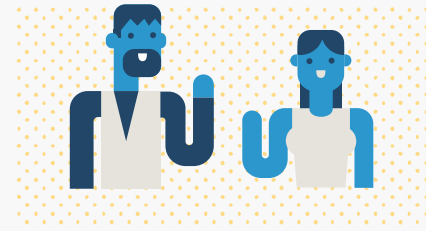
Dining

Now we can **travel virtually** to different places and immerse ourselves in certain environments while tasting the dishes from these locations.



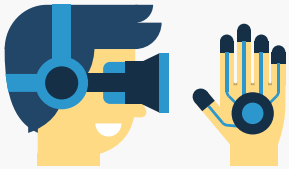
Medicine

The Spanish National Research Council has succeeded in **reducing the effects of Parkinson's** in several patients by applying a treatment that uses VR.



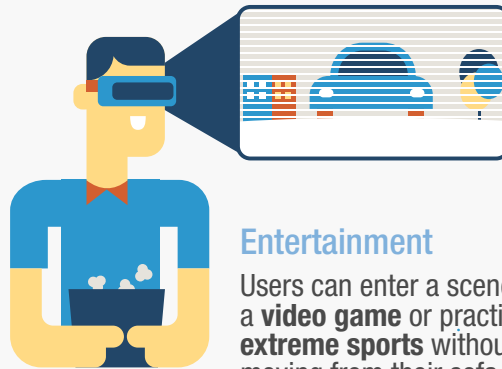
The media

Immersive journalism takes the user to the places where events have occurred with live streaming of 360° videos.



Education

In classrooms, the use of VR allows students to **better retain knowledge** and helps students with learning difficulties.



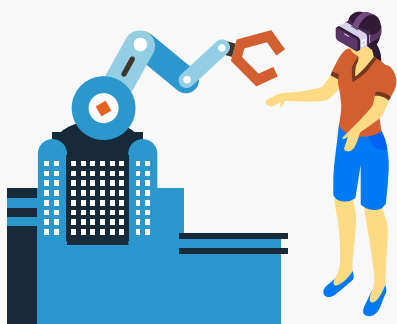
Entertainment

Users can enter a scene in a **video game** or practice **extreme sports** without moving from their sofa.



Architecture

RV helps architects to **better envisage a space** and present the project to their clients.



Industry

Digital Twins are exact digital copies of physical objects that factory workers can **practice on and test in a virtual world**.



Culture/Art

Some museums and galleries offer **virtual visits** or immersive experiences to help understand the history and culture associated with each work.



Military

The UK Ministry of Defence uses VR for **training in simulated combat environments**.