

# VIRTUAL REALITY OUTSIDE OF GAMING



JOE TAYLOR



LEWIS GOODALL

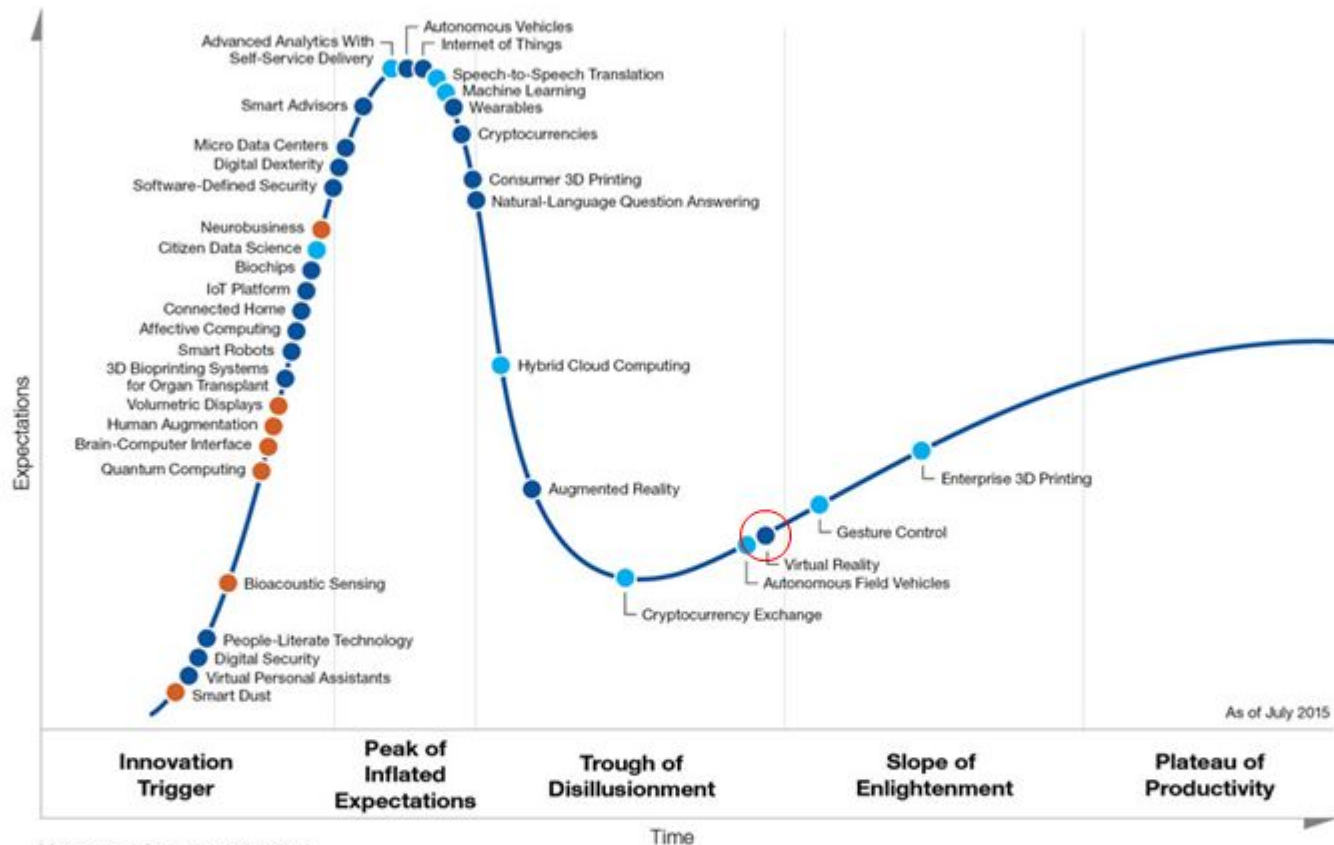




**TRUVISION**



# Emerging Technology Hype Cycle



Years to mainstream adoption:

- less than 2 years
- 2 to 5 years
- 5 to 10 years
- more than 10 years
- ⊗ obsolete before plateau

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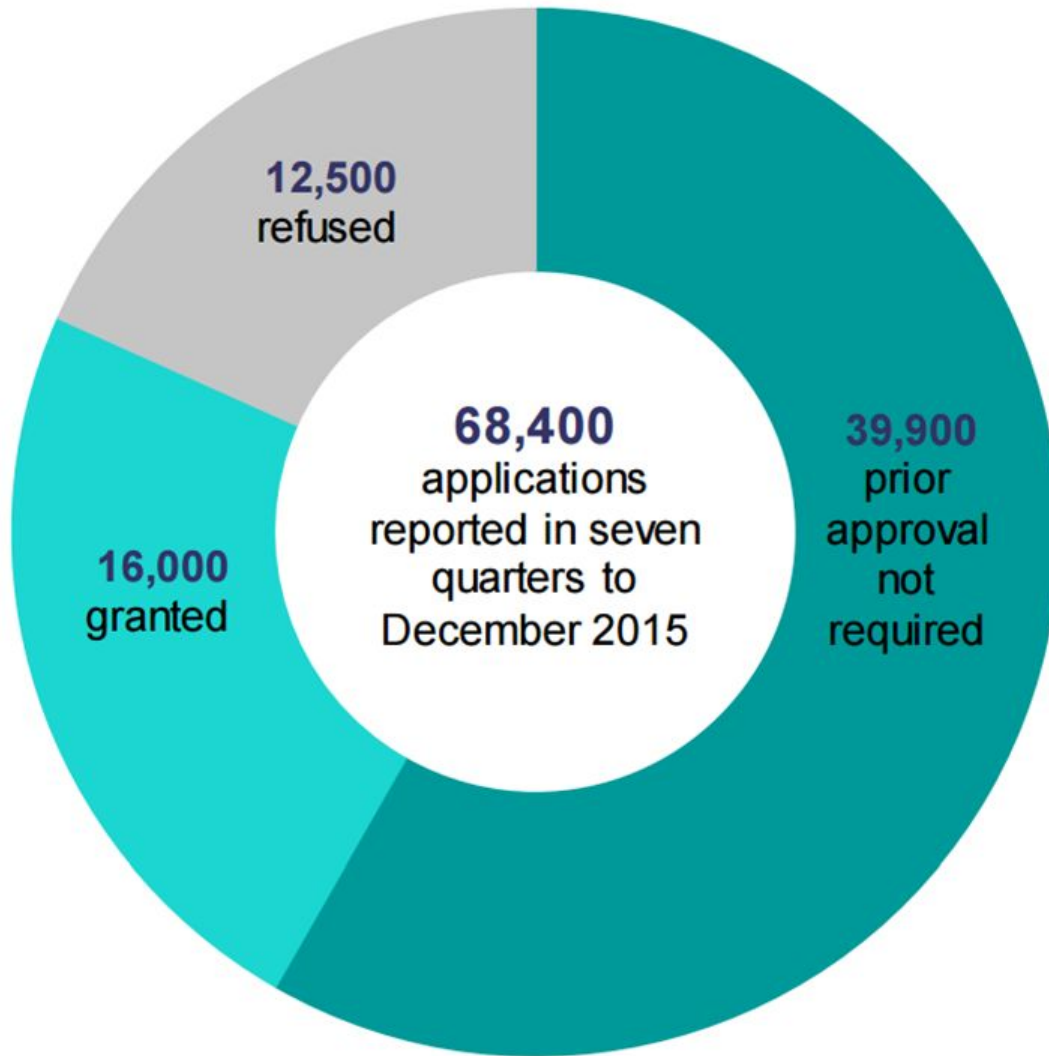
UKTI

UKTI

**TRUVISION**  
VIRTUAL REALITY  
CONSTRUCTION

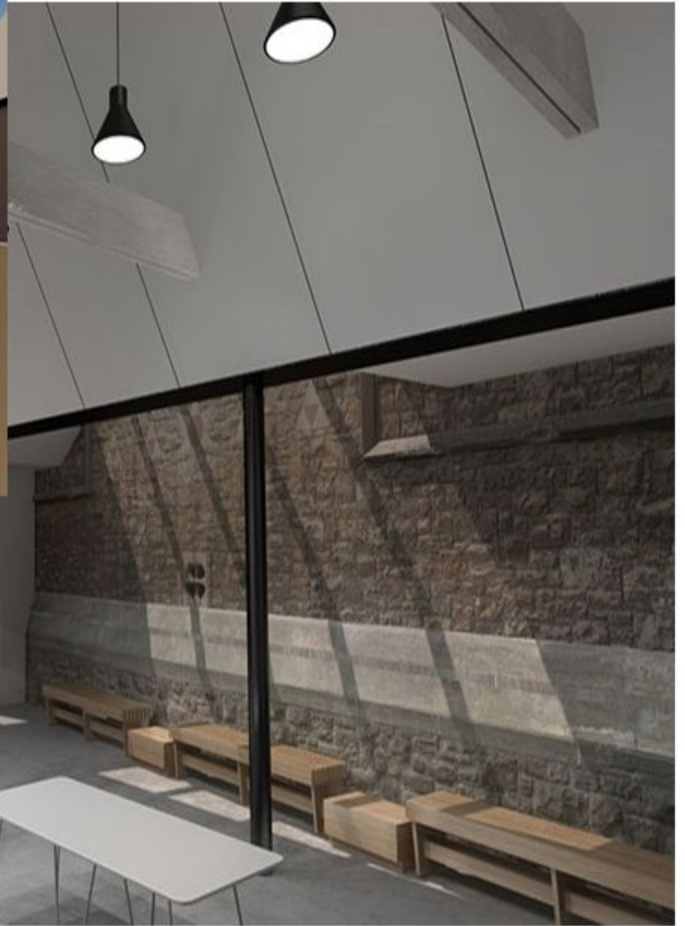
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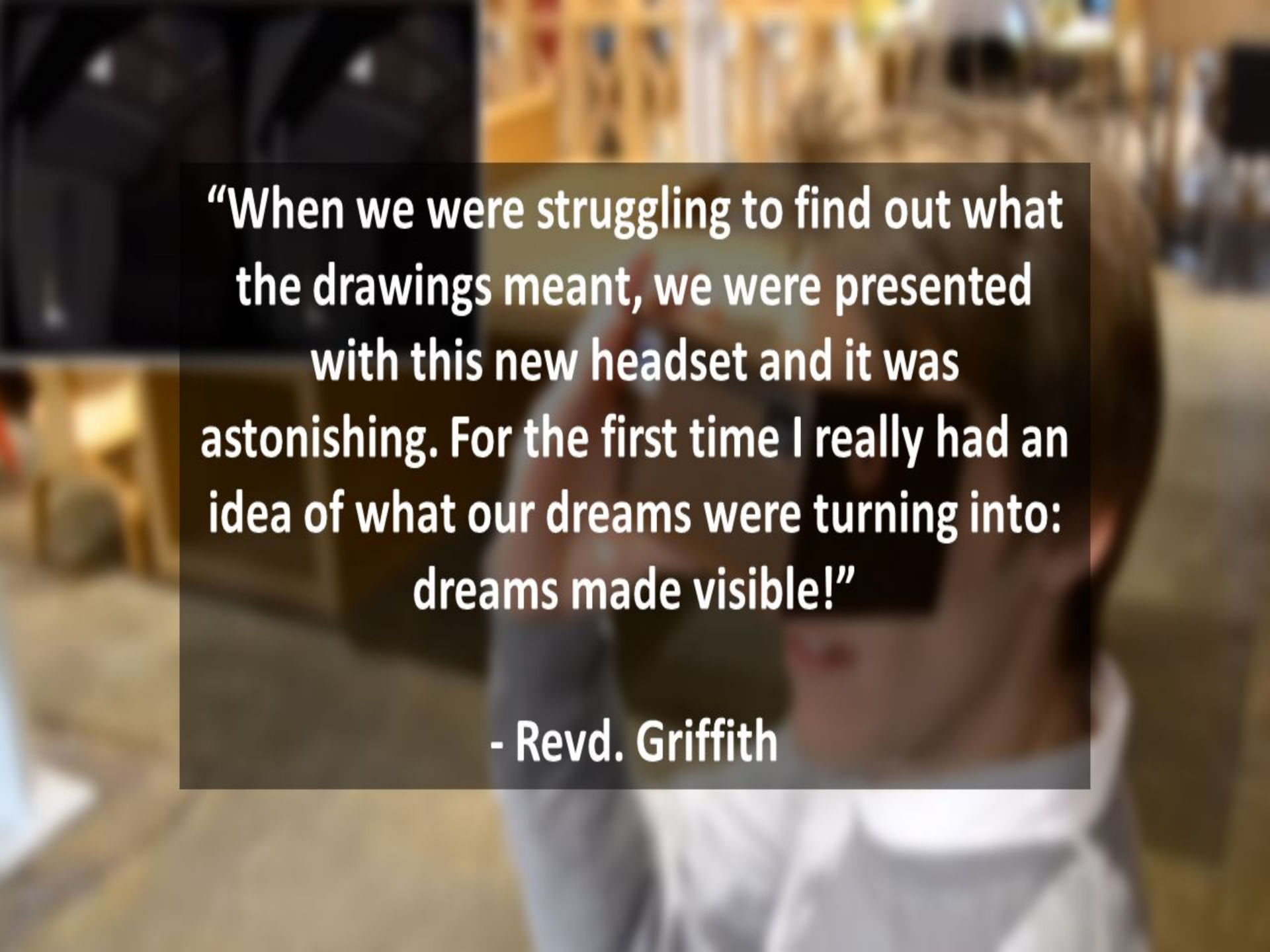
Bracket Formwork System









A person is wearing a VR headset and holding a controller. They are in a room with a large screen in the background. Other people are visible in the background, some looking at the screen. The scene appears to be a public demonstration or a workshop.

**“When we were struggling to find out what the drawings meant, we were presented with this new headset and it was astonishing. For the first time I really had an idea of what our dreams were turning into: dreams made visible!”**

**- Revd. Griffith**



AB

SNÆFELLSJÖEKULL



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[VIDEO](#)



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**“Making the most of new technology will remove unnecessary hearings, cut costs for litigants and make justice more accessible.”**

**- Ministry of Justice spokesman**







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