

Virtual Reality, Artificial Reality

Yuldashev Mirzohid Maxmudjonovich

Andijan state technical institute, Senior teacher, Uzbekistan

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Abstract: Virtual reality (VR) technology modern of technologies progressive from directions one This is in research VR education, health conservation, tourism and other in the fields opportunities and benefits VR provides users with a virtual environment that simulates a real- world environment. immersive experience presented it will, this and education and working in the release practice efficiency increases. From this In addition, VR in tourism to tourists remote trips done increase opportunity gives. In the study technology social and economic Analysis of the effects This is done. technology development of the global market expansion with together, new innovative solutions to create help is giving.

Research Purpose: This of the research main The purpose of virtual reality technology various in the fields opportunities determination and his/her in practice application VR technology using users three size to the environment immersive, interactive to experience has They will be. This is in turn, health conservation, education and in tourism revolutionary solutions presented Research VR technological and economic in development illuminate the place This gives the goal done in increasing to technology related statistic information, world trends and market analyses basis as is taken.

Research methods Virtual reality technology various in the fields practical application examples through seeing Research in the process economic information analysis, various of countries VR to develop aimed at strategies and technology practical impact studied. Statistical analyses the global market for VR technology using size, growth pace and regional differences analysis is done. With this together, technology to users presented arriving immersive opportunities practical observations through determined.

Research results Virtual reality technology education, tourism and health storage such as in the fields efficiency to increase big contribution adding This is defined. technology education in the field engineers, mechanics and pilots preparation for innovative solution as is being used. In tourism and with the help of VR tourists monuments and attention worthy virtual tour of places to do as far as possible has. Research results of VR technology in the global market intense developing showing. Europe and Asia-Pacific ocean in the region this The demand for technology is significant. at the level increased.

Keywords: Virtual reality, immersive experience, technological innovations, health conservation, education, tourism, global market, technology development, statistics analysis, economic impact.

Introduction:

Virtual Reality, of course, is super modern. thing. However, its predecessors of the internet and even from the computer much before appearance was. In 1837, the English physics Charles Wheatstone stereoscopic glasses invention did. Then various corner under two the picture see possible were, they are of the same size ... glasses to the image worn man

in the brain Of course, this is not Google Glass, but still interesting! But of these all engineers in 1929 by designed real airplane simulator with compared to simple like a toy It looks like. Essentially it is about modern to the simulators similar to: chair and devices from the panel consists of fuselage model. Windows instead of - sky drawn photo. This construction flight feeling giving to the hinges is fixed.



Next step further courageous It's called Sensorama. It's almost a 10D attraction. size display, moving chair, air currents and even ... to smell simulators has In this way, a person literally enters the virtual world dived, and of these It all happened in 1965!

Today on the day technology intense development various to the sectors new opportunities Virtual reality (VR) technology is opening up. so new from technologies one be it tourism , medicine , education and many in the fields big changes Tourism VR technology in the industry of use effective methods to travelers of the world desired place sitting to discover without opportunity Virtual reality (VR) allows users to simulation done to the environment diving opportunity give , play and in entertainment revolution did and fans for from technology to our lives increasingly more enter going to technology Global virtual reality market volume to \$ 21.83 billion in 2021 evaluated and 2022 and 2030 between annual annual growth growth rate (CAGR) at 15% to be is expected . This technology in education increasingly increasing for example, engineers, mechanics, pilots, field workers, workers release and oil and gas in the fields military and technician employees preparation for market to develop motivation is happening. Education and training from the goals outside, virtual world other in the fields wide is used. Example for this technology to engineers automotive industry in the industry expensive to prototypes from passing before concept in the phase car design and construction with experience transfer opportunity Virtual reality impact to do technology spiritual health problem was people treatment It is also used for. outside, tourism companies this from technology potential customers or to customers monuments, attention worthy places, restaurants and hotels virtual tour to do opportunity gives. Virtual reality in architecture from technology use decisions acceptance to do and recommendation done city projects and architecture

plans the results visualization in doing help It also gives errors own on time determination and correction opportunity gives, this and time and the money saving opportunity gives. From this except, one how many immovable property agencies are immobile from VR property virtual tours around presented to grow for use they started this and sell probability increased. For example, February 2021 Zillow, online in immovable property market Zillow 3D Home Tour presented This is immovable. property buyers virtual reality for from technology used without houses remotely check for interactive is a tool. The company artificial intellect current is doing these virtual tours organization to reach help gives and this with customers for room dimensions and the area better understanding opportunity gives.

VR technology is computer technologies using to the virtual world created entrance opportunity presented provider technology to allow the user to experience real events in a virtual environment opportunity Special glasses and devices through user the surroundings three measurable in the form according to takes and movement This is possible. technology tourism in the field to tourists directions in advance seeing exit , alternative travel experience presented to grow and the most importantly , travel from doing before clear decision acceptance to do opportunity Geography according to to distribution look throwing Asia - Pacific ocean region in 2021 revenue the most big share of more than 40% organization did this and VR technology grow going improvement with related to be Virtual reality in China market noticeable growth from the head forgave , because of VR equipment in the country main distributor is considered . Technological progress Southeast Asia market in other countries as well to expand help is giving. In 2019 Japan 5G commercial services current This will prevent telecom companies from using 5G connections. used expanded augmented reality (AR)/VR viewing platforms offer to do for strategic in terms of capable to be The government and other relevant organs by virtual reality to enterprises help to give for funds and investments such as promising initiatives also virtual reality in the region technology to apply motivation is happening. North In America market growth USA in the market of income growth with tie possible. Like Apple, Amazon, Microsoft, Meta, Alphabet technology The giants are there. wide demonstration done and in the field of VR wide extensive research their work take is going on. From now on except for, USA government virtual health storage courses offer to do through the market to expand help gives. South In America market The

Internet increase and immersive of technologies development because of stable growth Europe is expected to grow at a CAGR of 16.6%. the most fast developing regional to the market rotation It's possible. This is virtual reality. technology various in areas, especially gaming and automotive industry in the industry various in applications wide application with related. In Europe more people video games plays, this in the region advanced VR headsets to spread contribution Addictive. In European countries games to the community intended powerful VR equipment intense develop and sell regional of the market growth accelerated. The same At the moment, Near East and virtual reality in the African market technologies and in general of the internet slowly mastery because of weak growth observation is expected. From this except, main players own in products various kind to the features has advanced from technologies use for research and to developments big in quantity investment Microsoft 's Xbox Series X and Series S and Sony's PlayStation 5 is for VR companies in the consumer VR arena own position reinforcement for new opportunities create possible.



Many companies in the VR market corporate sector potential to come true they released and profitable to the market Microsoft Corporation (MSFT), Meta and Sony VR Entertainment and to the games attention looking at Although Microsoft is committed to technology different approaches, main attention corporate and military to applications will focus on. In March 2021 Microsoft USA army with Microsoft HoloLens headsets for the military delivery to give \$ 21.9 billion in five annual contract signed announcement Microsoft is planning to launch its Teams remote work service in 2022. cooperation to the platform augmented virtual reality take to enter This software is planning 3D collaboration in supply opportunities Addictive. Microsoft stated, called

Mesh for Teams The product is a " gateway " to the professional metaverse, expanding reality and virtual reality features combined without online meetings further personal and interesting does. Average targeted of the price up rise potential at \$343 (about 29% higher).

Virtual reality or VR is three size imitating the environment technology is that person by special electronic from equipment, for example, inside screened helmet or sensors installed from gloves used real or physical in appearance mutual impact to do possible. VR purpose in a virtual environment for the user physically to feel the presence opportunity real experience that gives is to create.

VR technology usually user's see field covering , other in place to be illusion creator , inside screen was to hear tool or from glasses use own inside Visual to the point additional as a whole , VR is complete immersive experience create for often spatial the sound own inside Also , touch feeling simulation can virtual objects to users with mutual in touch to be opportunity giver haptic again communication devices there is .

VR technology main structural from parts one his/her user movements observation and accordingly accordingly visual and to hear environment adjustment This is the ability. means that the user head or his body to move When brought, the virtual environment is real time in mode answer gives and existence and to the water bathing feeling creates.

VR technology in development and in improvement continue enough Yes, VR potential applications and advantages very big that VR is definitely our life. various facades change to the power of has to be, to learn and exercise to do methods from changing entertainment and creativity for new the roads presented until it reaches

Forward Looking at VR technology achievements, probably, user experience to improve, virtual environments realism and absorption to increase and VR wider audience for further more comfortable and cheaper to do is focused on. From this Besides, VR is the main to the stream turned gradually, we industry and in domains new and innovative applications to see our expectation possible.

CONCLUSION

Conclusion as In other words, VR is digital. content and around us world with mutual our relationship revolution to do to the potential has was strong and transformational technology. Learn the basics of VR understand, its applications learning, potential benefit and problems seeing exit and the future of VR

look through this we advanced technology and his/her to our lives the impact better our understanding possible. Health storage, education, design or entertainment in the field Will VR be where we live, work? and to play our future formative impressive and impressive experiments create to the possibility has.

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