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<u>Gaming technology used outside the gaming field</u>

Motion sensing controllers could be a possible resource for the education system and create new ways we provide learning and participation. Take real world events such as the quarantine and students having to migrate to an online platform to review their education and learning. Motion sensing controllers and motion detecting technologies may have been helpful to ensure that students were participating in their physical education classes. Using the motion sensor controllers to teach online virtual classes such as yoga, dance, and other cardio activities may be useful to help keep track of students' progress and ensure all students are participating in class. Although rather than just motion sensing controllers I would argue the new gaming technologies including VR headsets, and this online virtual reality may be useful in military training. Ways I visualize VR headsets being useful to new recruits of the military to provide individuals with an understanding of what is to come through their journey and training before getting started. In a way the VR technology may also be useful towards skilled soldiers in the military. VR technology could assist in preparing for any missions needed to complete and be used as a resource to help rehearse in a way the play and run through any possible situations where danger or error could occur.

Specific advancements in gaming technology may also benefit children in their classrooms such as the developments of augmented reality (Tyler, Dustin 2021). Considering ways augmented reality could create another platform within a classroom may be able to help engage the students in specific learning activities. Take for instance having children do scavenger hunts and puzzles as Dustin Tyler suggests ensuring students understand the content they are learning while having fun. Another great advancement created through new gaming technology would be "voice control" and exploring thoughts and questions wondering if we would be able to actively communicate with in-game characters (Tyler, Dustin 2021). This idea, although terrifying, could become helpful resources in the classroom and educators as you may be able to program in game tutors and have endless access to helpful resources for difficult subjects and be able to properly communicate your questions and confusion to a character in an online virtual reality simulation.

Programs that may also be used in the military would be a combination of VR along with voice control in training programs. When training for the military you have to learn and develop different skills and abilities, a VR program that always you to experience a real world problem or challenge and using voice control to communicate with characters in the program to help guide a recruit through a situation and provide the students the opportunity to ensure they are receiving proper training and before moving to real world practice and to have the VR training to look back on for future reference. These are all ways in which new and existing gaming technology can help other aspects of life outside the realm of gaming and provide assistance in fields such as education and military training.

Cited Source

Tyler, Dustin, and About Dustin TylerInitially focused on web dev. "The Advancements in Game Design Technology." Video Game Design and Development, 25 June 2021, www.gamedesigning.org/gaming/advances-in-technology/.