Technology brings us entertainment using Virtual Reality.By analyzing data about what show, series and movies you watch, and when you stop and repeat, the company has created a robust database of each of its 44 million customers.For example, streaming TV Netflix has been successfully implementing predictive models since 2012.Moreover, VR will serve as communication channels for businesses and consumers.Beyond gaming, VR will serve as an important platform for streaming content and even shopping.By 2030, consumers will shop for groceries in virtual markets, pay with virtual money, and drones will deliver the order directly to the kitchen.We've all read and seen the headphone prediction that will bring us into an alternate reality.Communication with customers in the media Finally, consumers will be able to interact with the content of the show or movie they are watching.As Hunger Games predicted, the game-based software will never run out of its expiration date.Last year Sony introduced a personal 3D viewer headset, with which you can enjoy 3D movies everywhere, no matter whether you are at home or on the plane.High choice of reality shows popularity.

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