Virtual Reality

How it works

Displays data at HD quality

Sends color and sound to headset at blinding speeds

tracks user information and manipulates it to fit virtual reality

Sends user data

STATS

Virtual Reality is just starting to grow but it will gain in leaps and bounds with an attractiveness to younger audiences

Annual Unit Sales for Consumer Virtual Reality Devices

<table>
<thead>
<tr>
<th>Year</th>
<th>2014</th>
<th>2015</th>
<th>2016</th>
<th>2017</th>
<th>2018</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sales (millions)</td>
<td>2m</td>
<td>4m</td>
<td>8m</td>
<td>16m</td>
<td>32m</td>
</tr>
</tbody>
</table>

- Hardcore Gamers / Innovators
- Light Gamers / Early Adopters
- K10T / Early Majority

Population of Virtual Worlds (millions of users)

Age Range of Users

- 0 to 5
- 5 to 20
- 20 to 30
- 30 and over

KZERO