



Digging for Fire: Virtual Reality Gaming 2019

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@adam_orth

GAME DEVELOPERS CONFERENCE

MARCH 18–22, 2019 | #GDC19

ABOUT ME.





ADRIFT

HAN-IV

FIREWALL

ZERO HOUR



MEDIA

SUBJECT: Harbinger / DATA
CONTRIBUTION

a. Data exploitation
b. Strategies to harvest

OFFICE

found, confirmed, and
a. Data
intrigue s
breach of trust.

CONFIDENTIAL

```
541 check(GetAICharacter());  
542  
543 bool bCanAim = bAim;  
544  
545 AActor* Target = GetTargetActor();  
546 if (!Target)  
547 {  
548     bCanAim = false;  
549 }
```

SUBJECT: Harbinger / DATA
CONTRIBUTION

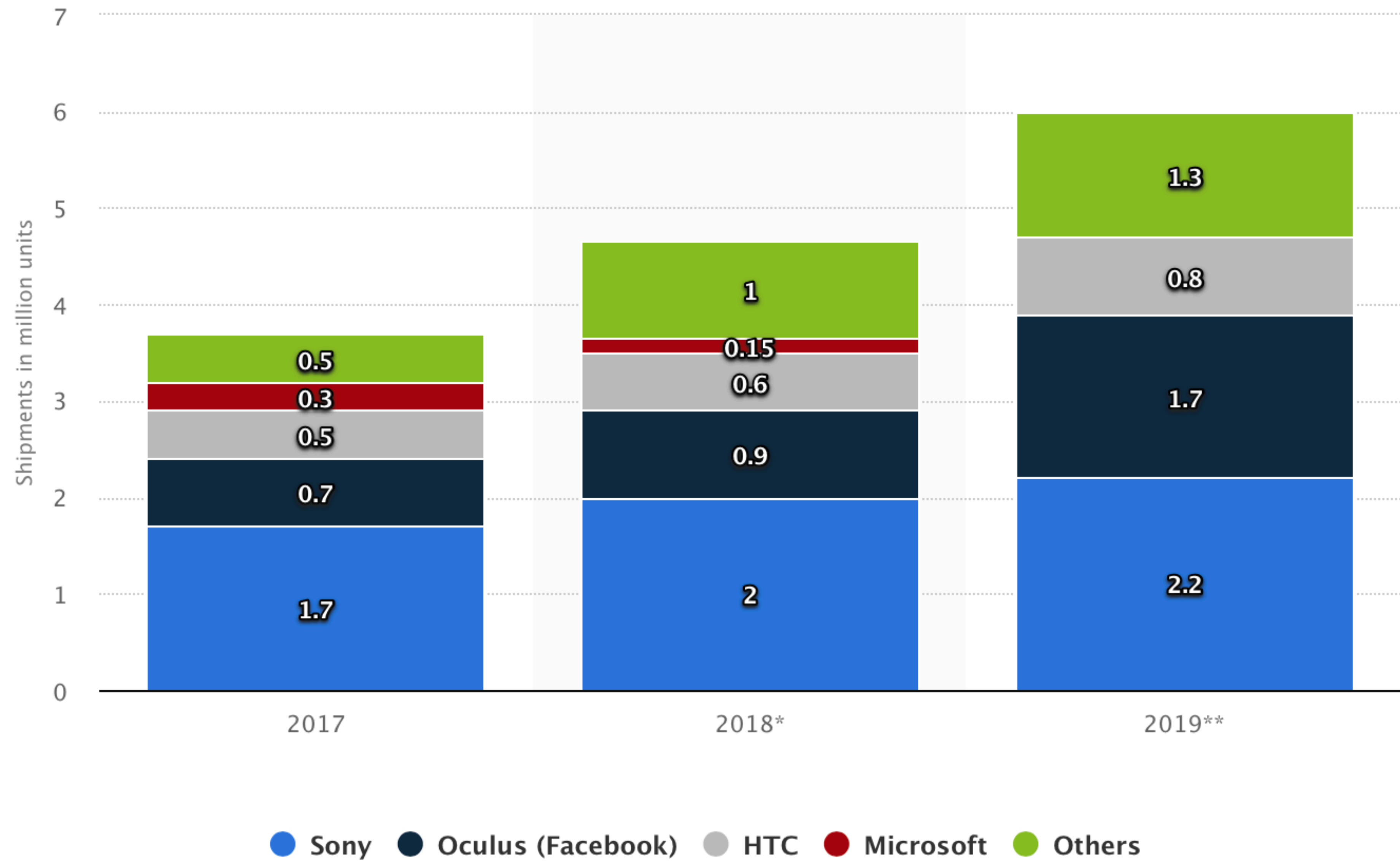


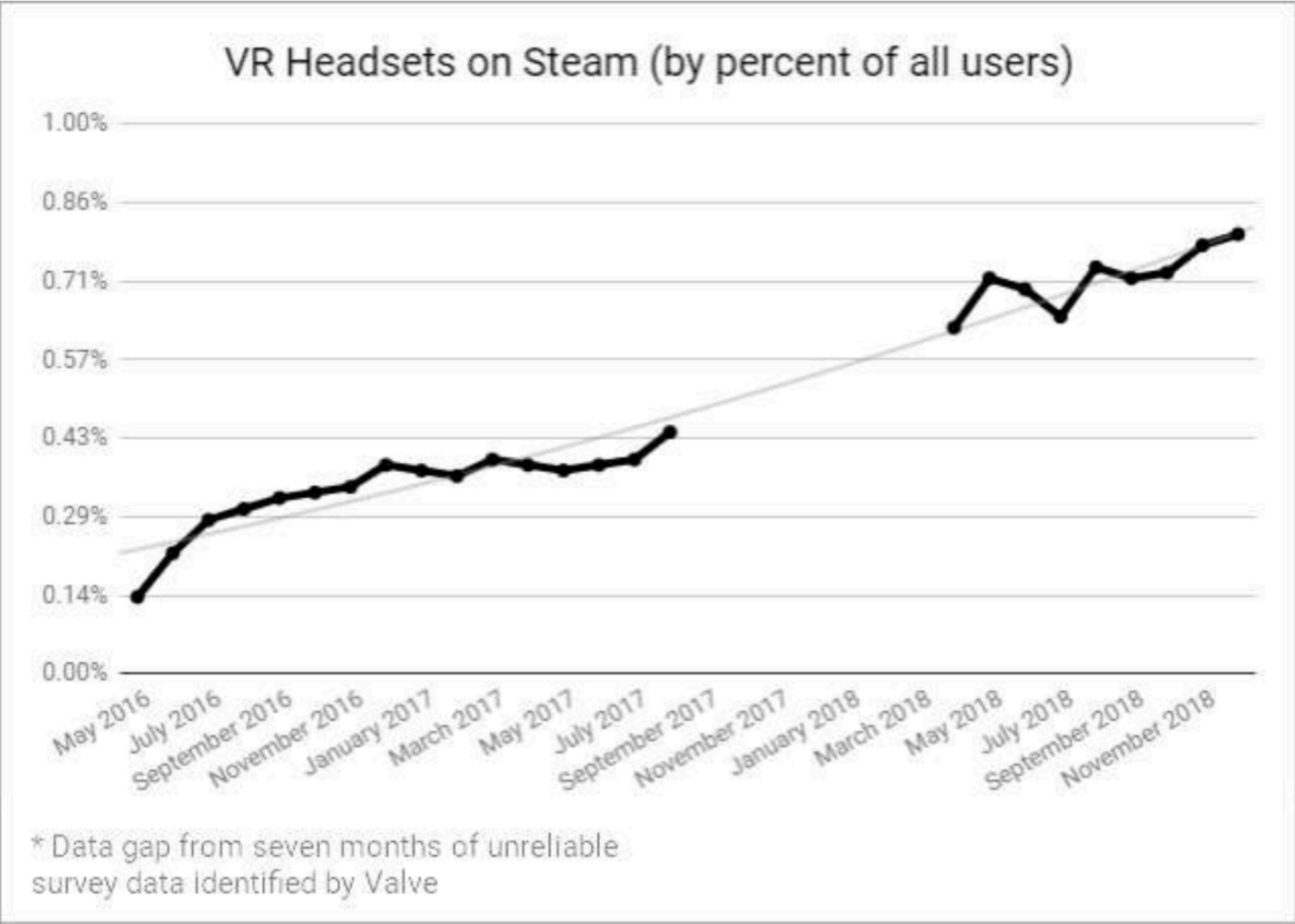


2019



DISCLAIMER*







1. +/-1.5M RIFT*

2. 12 \$1M+ OCULUS TITLES*

3. OCULUS QUEST



Oculus Quest

SPRING 2019

\$399



1. +/-1.5M VIVE*

2. 25 \$1M+ STEAM TITLES*

3. 13 \$2M+ STEAM TITLES*

4. VIVE COSMOS



 **VIVE** COSMOS

GO BEYOND

PlayStation®VR



1. 3M+ PSVR*

2. 23 \$1M+ PSVR TITLES*

3. 8 \$5M+ PSVR TITLES*

4. 21.9M PSVR GAMES*

?



VR KIT





■ Bethesda™

BEAT SABER



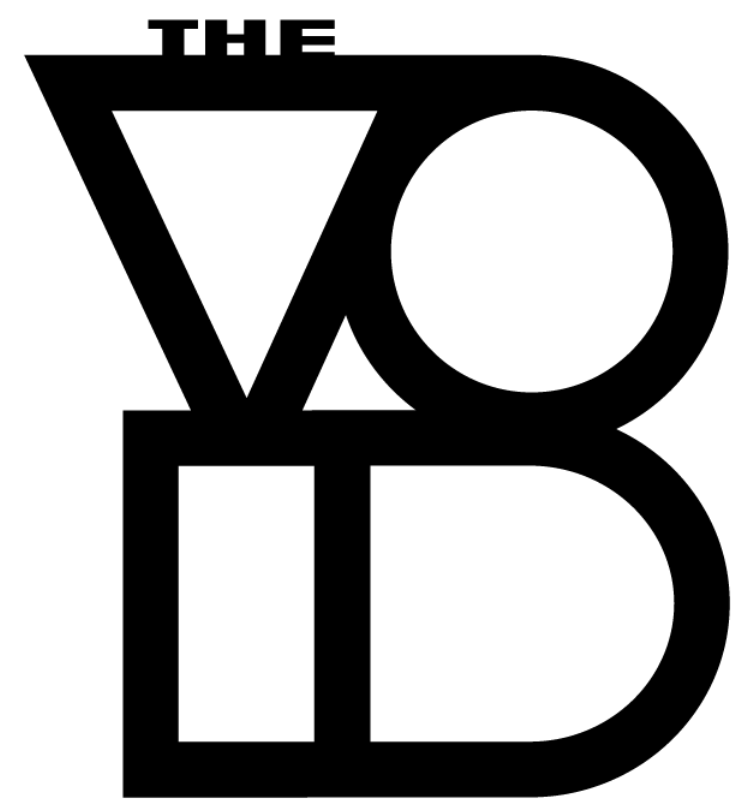
BEAT SABER



+

MONSTERCAT MUSIC PACK VOL. 1













Adam Orth

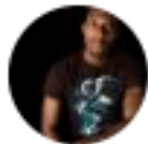
@adam_orth



VR Question: As a consumer, why have you not adopted VR? What are the reasons holding you back? What would it take to get you in? What do you think is the #1 hurdle for commercial vr gaming in 2018?

8:24 AM - 31 Aug 2018 from Santa Monica, CA

35 Retweets **103** Likes



276



35



103





Adam Orth ✓

@adam_orth



VR question: as a consumer, why have you not adopted VR for gaming? What is holding you back? What would it take to get you in? What do you think the #1 hurdle for VR gaming is in 2019?

11:00 AM - 10 Mar 2019

23 Retweets 108 Likes



183



23



108





1. COST







1. COST

2. WIRES











1. COST

2. WIRES

3. CONTENT



1. COST

2. WIRES

3. CONTENT

4. SPACE







EVERYTHING IS FINE.



OUR GOAL

1 billion people in virtual reality.





Rony Abovitz

@rabovitz

Follow



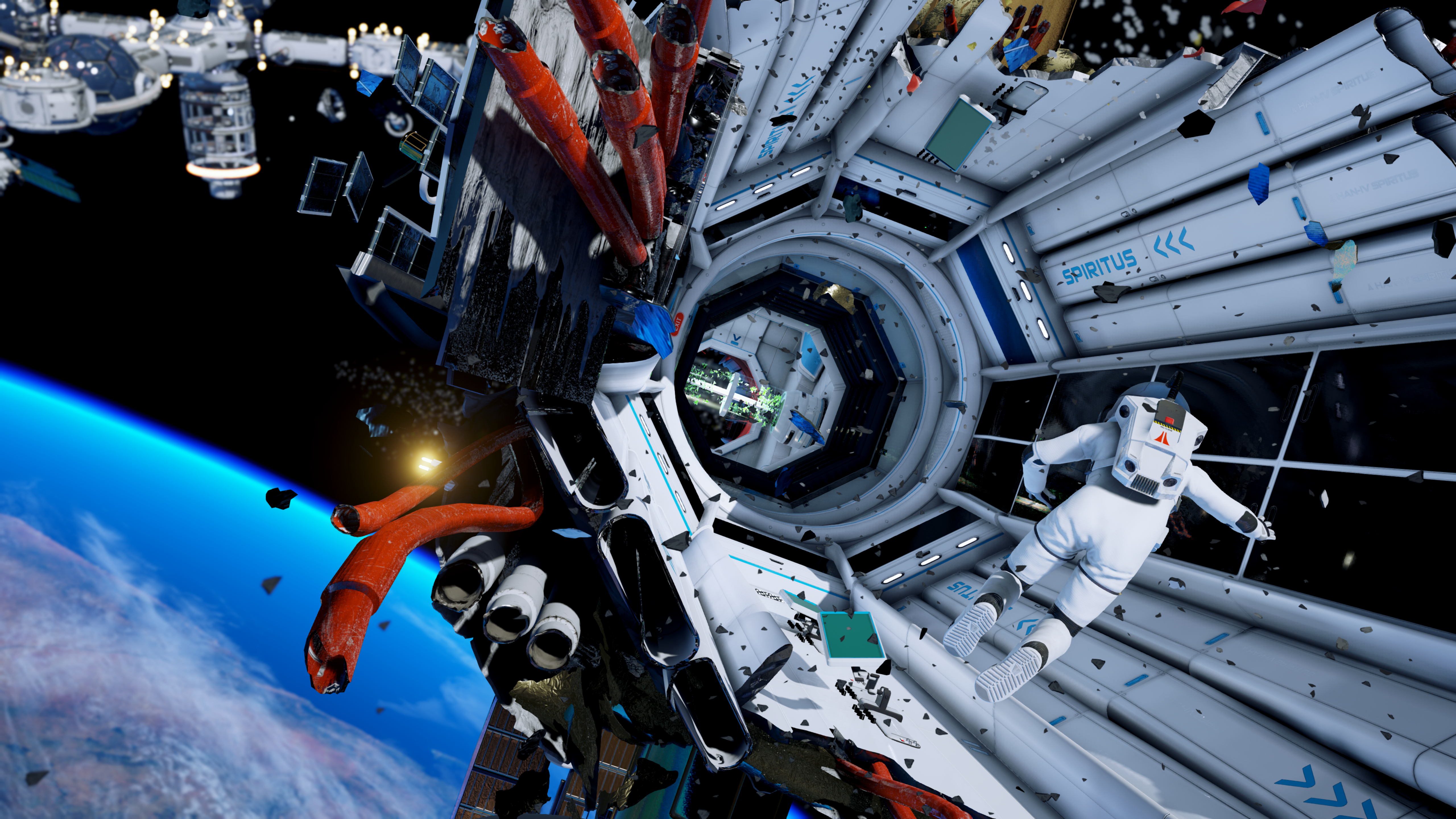
These are the early, wild and fun days - as a creator, this is a great time to learn and make your mark on the future. What we build now the rest of the world will use and understand later.

5:13 AM - 30 Aug 2018



HOLY SHIT MOMENTS!









“If you feel safe in the area you’re working in, you’re not working in the right area. Always go a little further into the water than you feel you’re capable of being in. Go a little bit out of your depth. And when you don’t feel that your feet are quite touching bottom, you’re just about in the right place to do something exciting.”

- David Bowie

1. REDUCE COST

2. WIRELESS

3. AAA CONTENT

4. PR PROBLEM!

5. NOT AAA GAMING REPLACEMENT

6. CONSUMER HANDS-ON



“THE FUTURE IS MADE IN THE PRESENT.”

- ANONYMOUS

THANK YOU.

(KEEP MAKING VR!)



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