

Memo
Format

To: Ana Silva
From: Amir Fasani
Subject: Profile of Oculus Rift VR Headset
Date: March 19, 2019

Report Length: 550 words (not
including References page)

Previews the
Background,
Facts,
Conclusions and
Recommendations

Summary

Virtual reality is often considered a futuristic invention, but it is becoming more of a reality with technology such as the Oculus Rift. Oculus Rift is a headset that when worn by a user, creates a vivid virtual world. Although is easy to learn how to use the headset, it is recommended that users have a high-performance computer and adequate space to operate it properly.

Explains the
importance of the
topic using
secondary
sources for
support

Background

A virtual reality experience provides a combination of computer-generated audio, visual, tactile and other sensory experiences. The user's engagement with the virtual environment, when using a virtual reality headset is made to feel realistic and vivid. Clamann (2017) notes that "a key design goal for virtual reality is to instill a feeling of presence, or the illusion of being immersed in the environment, as opposed to simply viewing the environment from an outside perspective (par 1)."

Includes
complete, correct
APA in-text
citations

One particular example of a virtual reality headset is The Oculus Rift. The Oculus Rift is a screen-like device that the user wears on his/her head. The Oculus Rift mimics the user's head movements to survey the virtual world and its surroundings. It provides an immersive, lifelike experience (Donovan, 2017).

Uses
paraphrasing as
well as direct
quotations

Facts/Findings

The Oculus Rift kit consists of a headset, tracking camera, receiver and remote controller. It is important to note that the Oculus is controlled by a high performance computer. Oculus users must have access to a computer that meets the minimum requirements and system specifications.

Describes the
technology in
detail, using a
primary source
(observation) for
support

The Oculus Rift is set up through the following process:

Organizes
information in a
concise and
parallel point-
form list

1. Select the Oculus app from computer desktop
2. Connect the Oculus headset and sensors to the laptop, using HDMI and USB cords
3. Verify the connection between the headset, sensors and laptop (four green check marks will show successful connection)
4. Clear a space of at least 3 feet by 6 feet
5. Define the borders of the play space by walking its perimeter with the sensors

6. Adjust the headset straps and eyepieces to fit comfortably
7. Put on the wrist straps for the controllers
8. Lower the headset over the eyes
9. Begin the tutorial or select the desired app

Outcome/Conclusion

After following the multi-step process to set up the Oculus Rift, users can access a vivid virtual world. Following the steps carefully ensures that users have a safe and fully immersive experience. In order to operate the Oculus properly, a separate computer is required, which must meet the minimum system specifications.

Recommendations and Positive Action Closing

First time users of the Oculus Rift are recommended to do the following:

- Verify that their computer meets the headset specifications
- Operate the headset in a room of at least 3 feet by 6 feet

I would be happy to discuss the Oculus headset with you further so that we can make a decision about purchasing it. I will be in the office next week. Please feel free to also contact me through email at: afasani@centennial college.ca.

Best,

Amir Fasani
afasani@centennial college.ca.

Sums up the
Facts and
Findings

States the
important lessons
or “take away”
points from the
investigation

Gives specific
instructions
based on the
conclusions of
investigation

Uses action verbs
to suggest the
next steps

Ends politely and
includes specific
instructions for
further contact

References

Clamann, M. (2017). Virtual reality. In *AccessScience*. McGraw-Hill

Education. <https://doi-org.eztest.ocls.ca/10.1036/1097-8542.757461>

Donovan, J. (2017). *Mastering oculus rift development: explore the new frontier of virtual reality with the Oculus Rift and bring the VR revolution to your own projects*. DOI: 1-78646-115-3, 978-1-78646-115-5

Lists
secondary
sources in
alphabetical
order

Presents
complete
bibliographic
details

Uses correct
indentation,
format and
font style