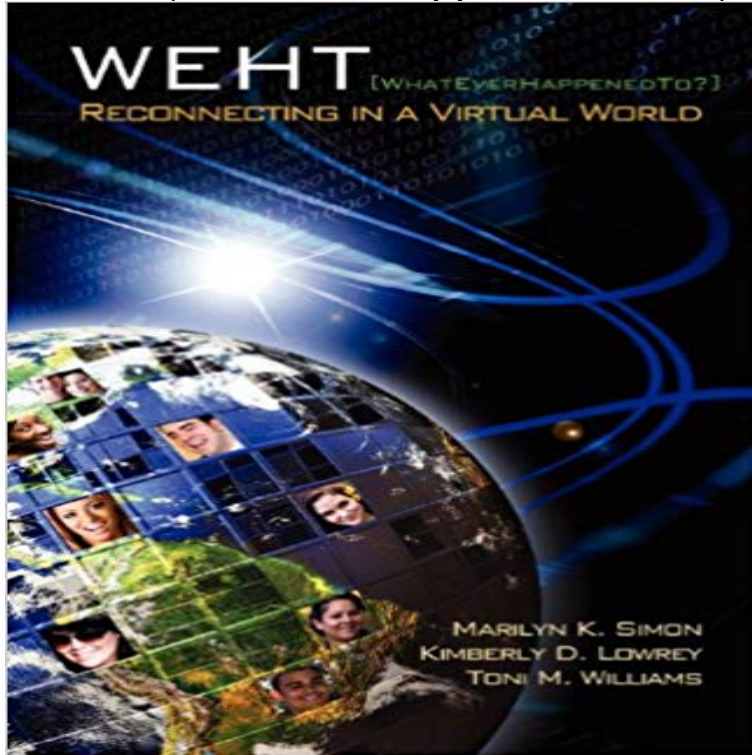


WEHT (WhatEverHappenedTo . . .?): Reconnecting in a Virtual World



You have to know the past to understand the present. Carl Sagan WEHT (What Ever Happened To . . . ?) is about priorspeople who ponder about people who were once in their lives. As they approached milestone birthdaysforty, fifty, and sixtythe authors, self-described priors, discovered that their reflections about people from their pasts intensified. They navigated the cyber world of search engines and social networking sites to find long lost friends and acquaintances who had been friends for a reason or for a season, and who had touched their lives in memorable ways. Along their cyber journeys, the authors encountered surprises and disappointments and inspirations to pursue new, exciting paths while gaining a profound understanding of the time and places of their past. Each renewed acquaintance became a gift that put into perspective the changes the authors had experienced from childhood to the present. But the greatest gift is knowing that the opportunity for self-discovery is just a click away when you ask, What Ever Happened To . . . ?

Whatever Happened to Virtual Reality? 10 Zen Monkeys **Whatever Happened to Virtual Reality? - MIT Technology Review** Jan 21, 2017 When Facebook bought Oculus VR in 2014 for \$2 billion, CEO Mark Zuckerberg made a bold prediction. at this point we feel were in a **What happened to virtual reality? - Business Insider** Mar 9, 2007 But way back at the start of the 90s, people at the edge of the emerging digital culture talked about Virtual Reality (VR) the idea that we **Whatever happened to Virtual Reality? Science Mission Directorate** In the wake of Facebooks purchase of Oculus, can this revolutionary technology triumph anew? Jun 21, 2004 **Whatever happened to Virtual Reality?** of times faster VR peripherals are lighter-weight and they deliver a greater sense of feedback and immersion. Once again, virtual reality seems promising, and NASA is interested. **The Rise and Fall and Rise of Virtual Reality - The Verge** Oct 22, 2010 Remember the movie Lawnmower Man? Heres why were not even close.