

Oomba Michael Williams Discusses Virtual Reality Tech and Esports

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California, Irvine, Aug 11, 2021 ([Issuewire.com](https://www.issuewire.com)) - VR will likely have a big impact on gaming. But how about esports? Glytch CEO and [Oomba founder Michael Williams](#) dig in.

Virtual reality video games have emerged as a hot niche market. Rapid growth, improving technology, and dropping prices are making virtual reality tech more accessible than ever before. Esports expert Michael Williams, the CEO of Glytch and founder of Oomba, covers the future of virtual reality and competitive gaming.

"Virtual reality technology offers a great experience for gamers," [Oomba founder Michael Williams](#) argues, "the technology has come a long way over the years and many VR experiences are truly immersive. VR tech could offer opportunities in esports as well."

The mouse and keyboard, the most popular tools for many gamers, aren't going away. While virtual reality does offer a more immersive experience, traditional console and PC controls will likely continue to be more responsive and easier to use, especially in competitive environments.

Mechanical control is vital for esports. For a casual fan, a professional gamer may seem like any other gamer. However, their speed, precision, and reflexes, along with other mechanical skills, are all top-notch. Check out a first-person shooter game and pro gamers can move much more quickly and shot much more accurately than your average player.

Still, VR tech offers an opportunity to create new leagues centered around virtual reality. VR tech offers an opportunity for professional gamers themselves to move around. This can be more engaging not just for the gamers, but also for spectators.

"The in-game experience offered by esports is hard to beat," [Glytch CEO Michael Williams](#) says. "You're watching super soldiers duke it out with high-powered weaponry or legendary knights fighting mythical dragons. But watching the professional gamers themselves in the real world can be a bit underwhelming. VR may make it more fun and engaging to watch the gamers themselves."

Increased engagement, in turn, could lead to bigger audiences and more widespread acceptance. While VR tech likely won't supplant traditional gaming consoles and PCs, it could complement them.

Using VR Tech to Compliment Real World Sports

One specific possibility for virtual reality is to create gaming experiences that may rival some real-world sports. Consider boxing, for example. Boxing can generate many millions in Pay-Per-View and ticket sales. Imagine real-world boxers suiting up and boxing through a virtual reality game?

"VR and esports, in general, won't replace traditional sports," Michael Williams says. "Instead, esports and VR might help increase engagement with traditional sports by creating new, exciting experiences."

Watching digital boxers knock each other out on screen while people in the real punch, duck, and weave, could offer a lot of excitement. And since boxers won't be at any major risk of suffering an injury,

it might be possible to set up friendly matches between big names, say Mike Tyson and Floyd Mayweather.

“The real potential of virtual reality and its impact on esports is unknown,” [Oomba founder Michael Williams](#) says. “That’s because the technology itself is so new. We don’t know what disruptive games and technologies innovators will come up with.”

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Source : Michael Williams, CEO

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