

MAUREEN FAN: Well the truth is the first time I tried VR I thought it was awful.

CHRIS MILK: There was no fidelity. There was no resolution.

PAUL: Very rudimentary demos.

MAUREEN FAN: Poor pixels.

EDDIE LEE: You could just look around.

RU WEERASURIYA: We didn't know what to expect.

ASHLEY BACCUS-CLARK: I didn't feel like I saw myself in it.

CHRIS MILK: Five years ago there was only an Oculus Kickstarter.

EDDIE LEE: If you just see how much VR has progressed since 2013.

GORO FUJITA: Here we are in 2018, and I'm actually painting strokes in thin air.

NORA KIRKPATRICK: In five years we've gone from months of editing, to 30 second clouds ditching.

RU WEERASURIYA: We've gone from button presses on a controller to having controllers that can make you feel a virtual world in your hands.

FÈLIX: When I look back it was kind of painful, but at the same time there's so much fun in that kind of endless constant sense of discovery.

RU WEERASURIYA: No words can describe what VR can do to you.

GORO FUJITA: Pure magic.

MAUREEN FAN: Inner child.

FÈLIX: Exploding in my head.

EDDIE LEE: Literally changed my life.

NORA KIRKPATRICK: It's pretty mind blowing, and it's really emotional.

ASHLEY BACCUS-CLARK: Because there is no rule book, then we can be in there writing it.

DR. SHAFI AHMED: What if it could teach and share knowledge on a global level.

RU WEERASURIYA: That shared experience actually is going to no longer be about technology but about emotion, about experiences, about connection between people.

GORO FUJITA: This is the once in a lifetime opportunity where you can be part of creating a new art form.

MAUREEN FAN: It's part of the challenge, right, to wake up everyday and think maybe I'll discover something completely new today and help define the language of VR.

RU WEERASURIYA: We haven't even explored the first percent of what we can do in VR. What keeps us going is knowing that there is 99 percent more to discover.

CHRIS MILK: Mostly virtual reality is a tool, except this tool allows us to craft moments of human existence. That is, at its core more powerful of a medium than anything that I think that mankind has ever invented before.

MARK ZUCKERBERG: Everyone, welcome to OC5. Alright, so last year we talked about how our long-term goal was to help get a billion people into virtual reality. So let's start off by checking in on how that's going. Now, we have this saying at Facebook that the journey is one percent finished. And in this case, maybe not even quite. But I'm confident that we're going to get there because just imagine all the ways that being able to feel really present with someone, no matter where they are. Imagine all the ways that that's going to change how we communicate, how we game, how we work – almost every category of what we do. Now I bet that almost every person here has had the experience of introducing someone to VR for the first time. And you've seen how people just can't stop smiling. They're giddy, they don't want to come out. It's clear that this sensation of presence is a new kind of digital experience, and we're getting closer and closer to being able to easily step between physical and virtual world. So for me, this isn't a question of whether we're going to get there; it's how. Or what is the exact roadmap, what are the exact next steps we need to take on the path there. And now I think that we all need to focus on solving two important problems next. The first is that we need to build an ecosystem that's self sustaining, right, where developers can afford to... well... we uh... and we're back. Wonderful. The first problem we need to solve is getting the microphone to work. Assuming we can do that, then we're onto the second problem, which is building an ecosystem which is self sustaining, where developers can afford to build high quality experiences because there are enough people who are using these platforms who are going to pay for the content.