How the VR Industry Isolated Its Users and Creators by Not Utilizing Existing Skill Sets

Live video, VR and AR have become ubiquitous in 2018, yet as a money manager-turned VR entrepreneur, I could not help but notice an unnerving roadblock in the VR space. The industry has been overthinking things and largely failing to remember K.I.S.S.: Keep it simple (and in the VR world, social), silly. It was the… http://www.adweek.com/digital/how-the-vr-industry-isolated-its-users-and-creators-by-not-utilizing-existing-skill-sets/