

Homework Assignment #2  
Facebook Acquires Oculus  
Why?

Assigned: October 1, 2014

Due: October 8, 2014

By now you will have seen the proposed Oculus headset and software in action at Cornell's Program of Computer Graphics. Assume that your group has been hired as a consultant to Facebook and charged with the task of defining a potential use of this technology for Facebook.

In three typewritten pages plus two slides, define a novel use of the Oculus technology. How can Facebook benefit from your application? What technology barriers must be overcome? Identify an appropriate business model that should be adopted. What policies do we need to have so that we can keep the information private?

The problem due date is either the last day of class which is Wednesday, October 8<sup>th</sup>, or at least before you depart for Fall break. Please submit one hard copy of the total assignment and an electronic copy of your two slides.