



## Virtual Reality Systems of Media Technologies, Human-Machine Interactions, and France on the Road to Prevention

**Diana Chankotadze**

Georgian Technical University. Faculty of Engineering Economics, Media Technologies and Social Sciences. Mass Communication / Journalism, Third Year.

Address: Gomi village, Khashuri district.

Tel : 577 17 33 72

E-mail : [dchankotadze@yahoo.fr](mailto:dchankotadze@yahoo.fr)

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### ABSTRACT

*The combination of human and machine is called the interaction of person and machine, or the world term HMI (human-machine interfaces) and more specifically its definition sounds like technical means and tools that man can control, create and manage. Specialized engineers have been studying for many years, in particular how humans interact with computers and computers, as well as developing systems, programs that are efficient, easy to use or generally adapted to the context of everyday use.*

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The so-called "man and machine" data has added another feature in recent years. It is about optimizing, improving and transforming a broad technical deployment of workflows into media technologies. Things have gone so well that the rapid and multifaceted improvement of media technologies has posed a new and major concern for the world team of specialists today: limiting the risk of working on screens (musculoskeletal disorders, eye fatigue, burn syndrome, stress, digital stress and Etc.) Avoid. World-class technological devices such as the keyboard, the so-called "mouse", the microphone or the scanner, allow people to provide information or so-called commands to a device that will perform the job quickly and efficiently. The history of the "human-machine" interaction spans many years. In 1945, the American scientist and researcher Vanevar Bush described the imaginary electronic system that made it possible to search for information, and he also invented the concepts of navigation, indexing, and annotation. Already in 1964, scientist Douglas Engelbart invented the "mouse" to easily mark objects on the screen.

The concept of media and information and communication technologies, developed in Switzerland, in particular in Geneva by the relevant department of the Department of Public Education,

E-mail address: [info@researchparks.org](mailto:info@researchparks.org)

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aims to expand the concept of information and communication technologies. The world has embraced, on the one hand, the innovations and diversity introduced by digital technology in the fields of media (press, radio, television, multimedia publishing, web) as improving the daily work environment and, on the other hand, establishing new directions in information, theory and technology. Association (media education, multi-profile so-called multimedia production of technical consumption), the development of which has completely transformed modern media. The modern learning discipline also aims to develop media literacy skills that are now combined with digital literacy skills. With this in mind, French healthcare and early childhood health professionals as well as media representatives have mobilized and mobilized the public to avoid the negative consequences of screen exposure. With the constant information of the parents, from the very first month of the children's life, through special programs or videos created by the French healthcare, the population is prevented. With the experience of recent years, the media and medicine are mobilized to raise awareness of the consequences of constant use of the screen. At the initiative of the French Ministry of Health and the State Regulatory Commission, the responsibilities of media owners include the provision of informational videos. French researchers spend a great deal of time exposing that the screen is significantly softer on the parent-child relationship, and that it can cause serious impairment in attention, language, motor skills, and behavior in young children. Organized by French healthcare, this issue is a new area of cooperation between juvenile protection and media education.

"The development of the use of digital technologies in all human activities is a new source of serious threats to the biosphere. "Record-breaking data on the number of constantly connected devices, the intensive use of networks, apps, so-called 'smart phones' screens, dashboards or computers, show that technological innovations are transforming and governing our daily lives," said Prof. University of Versailles Professor. In an article published in 2020 in the journal *Hermes*: "Media and Technology".

If we borrow Winston Churchill's quote: "The more you look at the past, the more you see the future", then to guess the future, we have to turn our eyes to computers from the 1980s and then the Internet completely transforming our daily lives and laying the groundwork. We are waiting for the coming years. The simple and modern use of personal technologies today really creates a real box of "Pandora". The technological revolution also brought about the electronic commercialization of the modern era. On the one hand, it should be noted that this saved many companies from bankruptcy caused by the financial crisis, but at the same time the latest technologies in computer or virtual systems also opened the door to new innovative "pests". Digital technologies have brought people closer together, but at the same time completely disconnected each other, the replacement of human physical relations, the emergence of a serious competitor in the form of modern technologies, has given humanity new qualities, character or interests. And today a brief analysis of the past can give us an idea of what the future holds. The recent entry of the largest consumer system, Zoom into the reality of mankind, in the wake of the catastrophic outbreak of this century epidemic, really leads in all of the above, and as the deadly virus called Covid 19 still remains the world puzzle, And their destination, today when people spend most of their time in a confined space.

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