



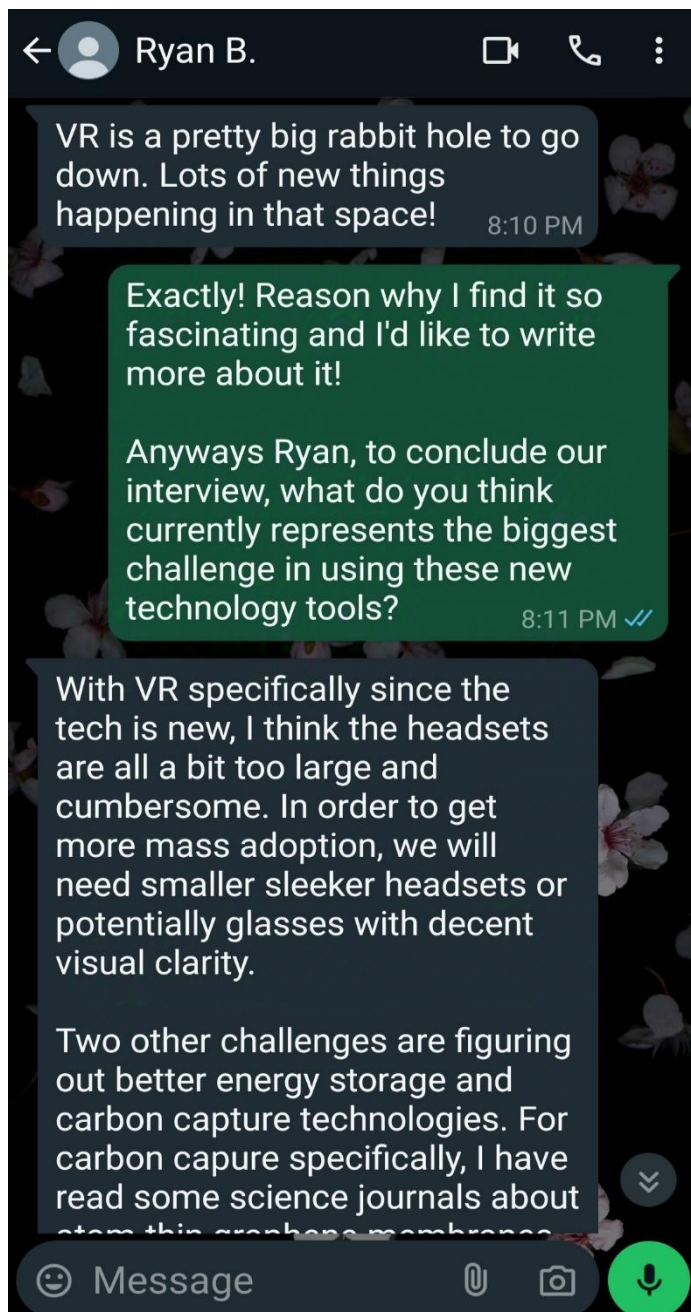
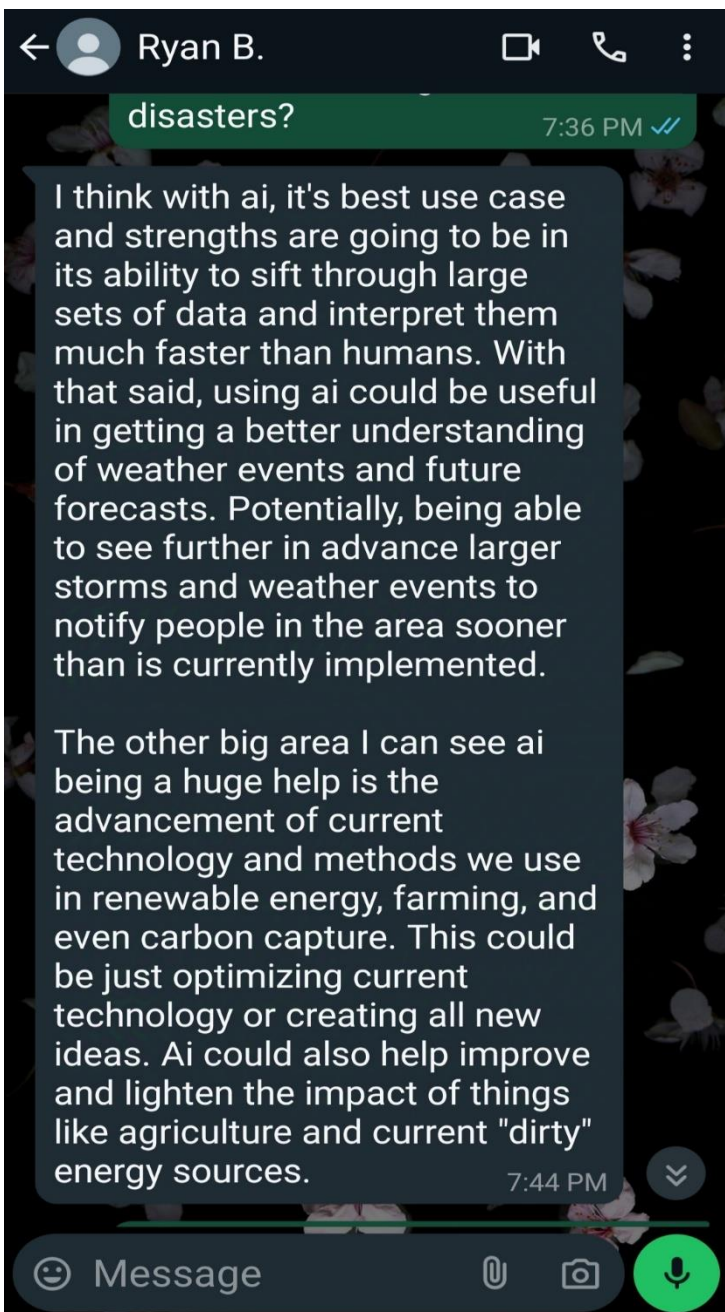
Ryan B.



With VR specifically since the tech is new, I think the headsets are all a bit too large and cumbersome. In order to get more mass adoption, we will need smaller sleeker headsets or potentially glasses with decent visual clarity.

Two other challenges are figuring out better energy storage and carbon capture technologies. For carbon capture specifically, I have read some science journals about atom-thin graphene membranes, making carbon capture more efficient. More and more research in this area could do wonders in slowing and potentially reversing climate change. Add in some good market incentives and use cases for the stored carbon, and this could be the biggest impact on climate change while also creating an entire new industry.







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