**Project Motivation:**
We wanted anyone to be able to organize both their native virtual reality (VR) applications and their existing web applications.

There are currently no elegant solutions for seamlessly combining purchased VR content and native web content together in one place.

**Proposed Solution:**
turingVR and their cardOS platform is bridging the gap between existing web-based content and immersive virtual reality experiences. Their framework provides existing web services an easy way to bring their content into the hands of VR users. Users can interact with content and services like never before and can create their ultimate productivity space in virtual reality.

**How It Works:**
We allow the user to enter their own virtual reality home space by using the Oculus Rift, HTC Vive, or other VR headsets. For existing web content, we take the content from sites like Twitter using their APIs and format the content into a logical format in VR.

**Try It:**
Put on the VR headset and be one of the first to try out true customization and control in VR. Have fun with content like never before!

**Lessons Learned:**
We have learned that different VR hardware creates different challenges for dealing with user input in virtual reality.