

Digital Deliverance The enemy loves to put thoughts into the believers mind. The enemies thoughts (if meditated on), will generate strongholds which produces adversarial feelings. These powerful strongholds deliver you into a spiritual bondage which creates an incorrect discernment of who you are in Christ. I, even I, am he that blotteth out thy transgressions for mine own sake, and will not remember thy sins. (Isa. 43:25). Virtual Reality Deliverance ministries operate in the days when radio and television was the chief purveyor of sin to the human mind. The Christ church has not up-dated its spiritual defense system to spiritually meet the powers of the supernatural technologies that is mass stealing the souls of its people. Our Aim is to provide Christian Deliverance Leaders and Gospel Broadcasters with strategic advice how to adapt to the remarkable changes in the New Media has brought to them in Christian deliverance.

Virtual Reality Computer Screen Most up-to-date virtual realities are displayed either on a computer screen or with an HD VR special stereoscopic displays, and some simulations include additional sensory information and focus on real sound through speakers or headphones targeted towards VR users. Some advanced haptic systems now include tactile information, generally known as force feedback in medical, gaming and military applications. Furthermore, virtual reality covers remote communication environments which provide virtual presence of users with the concepts of telepresence and telexistence or a virtual artifact (VA) either through the use of standard input devices such as a keyboard and mouse, or through multimodal devices such as a wired glove or omnidirectional treadmills. The simulated environment can be similar to the real world in order to create a lifelike experience—for example, in simulations for pilot or combat training—or it can differ significantly from reality, such as in VR games. In 1938, Antonin Artaud described the illusory nature of characters and objects in the theatre as *la realite virtuelle* in a collection of essays, *Le Theatre et son double*. The English translation of this book, published in 1958 as *The Theater and its Double*, [2] is the earliest published use of the term virtual reality.

Artificial Reality The term artificial reality, coined by Myron Krueger, has been in use since the 1970s. The term Virtual Reality was used in *The Judas Mandala*, a 1982 science-fiction novel by Damien. The Oxford English Dictionary cites a 1987 article titled *Virtual reality*, [3] but the article is not about VR technology. Virtual Reality in its modern usage was popularized by Jaron Lanier through his company VPL Research. VPL Research held many of the mid eighties VR patents, and they developed the first widely used HMD: EyePhone and Haptic Input DataGlove[4] The concept of virtual reality was popularized in mass media by movies such as *Brainstorm* and *The Lawnmower Man*. The VR research boom of the 1990s was accompanied by the non-fiction book *Virtual Reality* (1991) by Howard Rheingold.[5] The book served to demystify the subject, making it more accessible to less technical researchers and enthusiasts. *Multimedia: from Wagner to Virtual Reality*, edited by Randall Packer and Ken Jordan and first published in 2001, explores the term and its history from an avant-garde perspective. *Computer Sex* Cybersex, also called computer sex, Internet sex, netsex and, colloquially, cybering, is a virtual sex encounter in which two or more people connected remotely.

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