

# New York Times turns to virtual reality

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Subscribers can download the [mobile app](#) and use it alone, or enhance the experience by using headphones and the special [virtual-reality](#)

viewer, which "simulates richly immersive scenes" and offers a 360-degree view.

"This new filmmaking technology enables an uncanny feeling of connection with people whose lives are far from our own," wrote Jake Silverstein, editor of The Times Magazine.

To launch the app, the magazine has profiled three children displaced by war and persecution—Oleg, 11, from eastern Ukraine, Hana, 12, from Syria and Chuol, 9, from South Sudan. A multimedia documentary includes photos essays, text, and the virtual-reality film.

The Times has produced another virtual-reality film, "Walking New York" in conjunction with French artist JR.

The newspaper said US-based subscribers of its Sunday edition would receive free Google Cardboard VR viewers by November 8, which otherwise can cost around \$30.

The [app](#) is available for download on iPhone and Android phones.

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