

CLAIMS

1. A method for service implementation, the method comprising:
 - recognizing a voice command of a user of a virtual reality (VR) device;
 - collecting biometric information of the user using one or more biometric sensors for registering the biometric information to a user account of the user;
 - sending a biometric registration request to a server that provides the service, wherein the biometric registration request includes the biometric information associated with the user account;
 - using the one or more biometric sensors to collect one or more biometric characteristics of the user;
 - performing user identity authentication based on the one or more biometric characteristics; and upon successful user identity authentication:
 - constructing, by the VR device, a voice recognition request based on the voice command;
 - sending, by the VR device, the voice recognition request through an access interface to the server;
 - receiving, by the VR device, a character string instruction associated with the voice command;
 - determining, by the VR device, whether the character string instruction is an executable instruction corresponding to the service; and
 - performing, by the VR device, the service in response to the received character string instruction.
2. The method of claim 1, further comprising canceling the service after recognizing a voice command of the user for canceling the service.
3. The method of claim 1, further comprising switching to another service after recognizing a voice command of the user for switching to another service.
4. The method of claim 1, further comprising:
 - performing a bioassay process for detecting the user; and

presenting a notification in a virtual reality scenario to notify the user to perform biometric authentication if the user is detected based on the bioassay process.

5. The method of claim 1, wherein the one or more biometric characteristics comprise a fingerprint.

6. The method of claim 4, wherein the bioassay process includes eye-blinking recognition or heartbeat recognition.

7. The method of claim 1, further comprising presenting virtual guidance in a VR scenario for guiding the user to perform biometric authentication.

8. The method of claim 1, further comprising:

sending a biometric authentication request to the server, the biometric authentication request including the one or more biometric characteristics for the server to compare with the biometric information of the user for biometric authentication.

9. The method of claim 1, wherein the service comprises a payment service.

10. An apparatus for service implementation, the apparatus comprising a plurality of modules configured to perform the method of any one of claims 1 to 9.

11. A non-transitory, computer-readable medium storing one or more instructions executable by a computer system to perform the method of any one of claims 1 to 9.

12. A computer-implemented system, comprising:

one or more computers; and

one or more computer memory devices interoperably coupled with the one or more computers and having tangible, non-transitory, machine-readable media storing instructions, that when executed by the one or more computers, perform the method of any one of claims 1 to 9.