

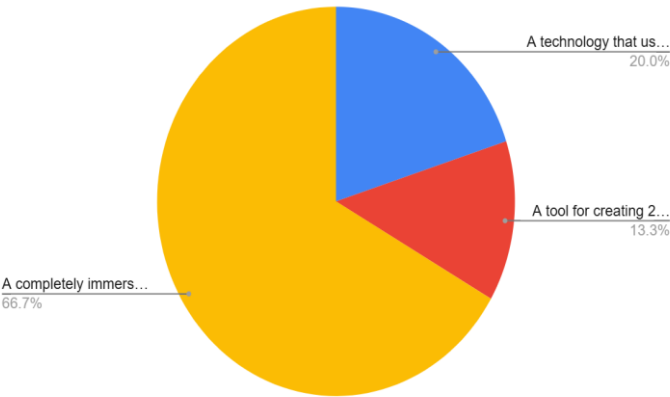
Timestamp	Name	E-mail	What is Virtual Reality (VR)?	Which of the following devices is commonly used to experience VR?	What is the primary purpose of VR in education?	Which of these industries is heavily investing in VR technology?	What is one major drawback of using VR technology?	What is the term used for the physical boundary within which a user can move while using VR?
11/19/2024 15:47:49	Rachith	rachithb18@gmail.com	A technology that uses augmented objects in the real world	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Finance	It can cause motion sickness or eye strain	Virtual Limit
11/20/2024 15:47:49	AKASH V	juug24bcas35602@jainuniversity.ac.in	A tool for creating 2D animations	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Finance	It can cause motion sickness or eye strain	Play Area
11/21/2024 15:47:49	Vidyashree.V	gowdavidya2107@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Finance	It lacks engagement for users	Virtual Limit
11/22/2024 15:47:49	Sharon Jino	sharonjino2006@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It can cause motion sickness or eye strain	Safe Zone

11/23/2024 15:47:49	Navrish R	navrishr@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It can cause motion sickness or eye strain	Play Area
11/24/2024 15:47:49	Vishak V	vishakv2005@gmail.com	A technology that uses augmented objects in the real world	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It requires minimal computational power	Virtual Limit
11/25/2024 15:47:49	U Shreesha Melady	shreeshamelady@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Transportation	It can cause motion sickness or eye strain	Virtual Limit
11/26/2024 15:47:49	Dileep Kumar V V	ddileepkumarvv@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It can cause motion sickness or eye strain	Play Area
11/27/2024 15:47:49	Dileep Kumar V V	ddileepkumarvv@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It can cause motion sickness or eye strain	Play Area

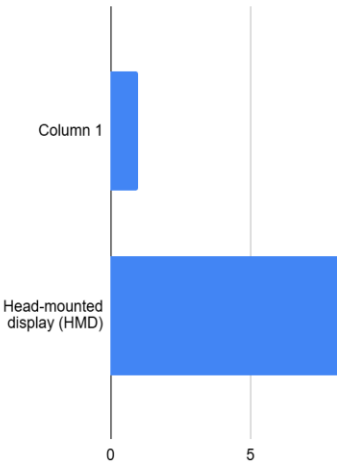
11/28/2024 15:47:49	Suraiya Fathima	suraiya.fathima541@gmail.com	A technology that uses augmented objects in the real world	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It can cause motion sickness or eye strain	Interaction Space
11/29/2024 15:47:49	Sadick	juugi202411731@jainuniversity.ac.in	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It can cause motion sickness or eye strain	Play Area
11/30/2024 15:47:49	AKASH V	akashredy@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Finance	It requires minimal computational power	Interaction Space
#####	Muhammed Rinief	muhammedrinief@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It can cause motion sickness or eye strain	Interaction Space
#####	LV Nandini	lvnandini2002@gmail.com	A completely immersive simulation of a virtual environment	Head-mounted display (HMD)	To provide immersive, interactive learning experiences	Healthcare	It can cause motion sickness or eye strain	Interaction Space

#####	Sainath	juug24bca s42066@j ainuniversi ty.ac.in		Head- mounted display (HMD)	To provide immersive, interactive learning experience s	Transport ation	It can cause motion sickness or eye strain	Play Area
#####	Varun B M	Varunmbb @gmail.co m	A tool for creating 2D animation s	Head- mounted display (HMD)	To provide immersive, interactive learning experience s	Transport ation	It can cause motion sickness or eye strain	Virtual Limit

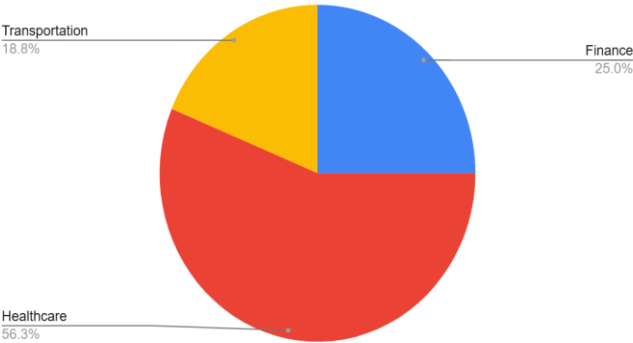
Count of What is Virtual Reality (VR)?



Pie Chart

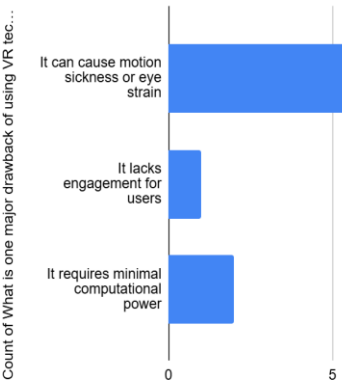


Count of Which of these industries is heavily investing in VR technology?



Pie chart

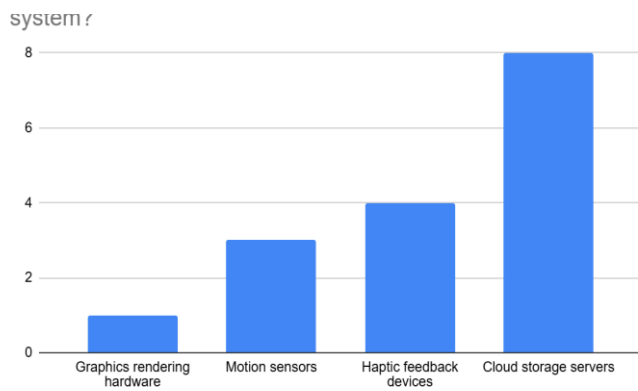
Count of What is one major drawback of using VR tec...



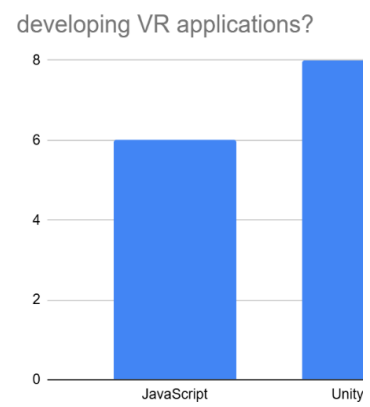
Ska

Count of Which of the following is NOT a component of a VR system?

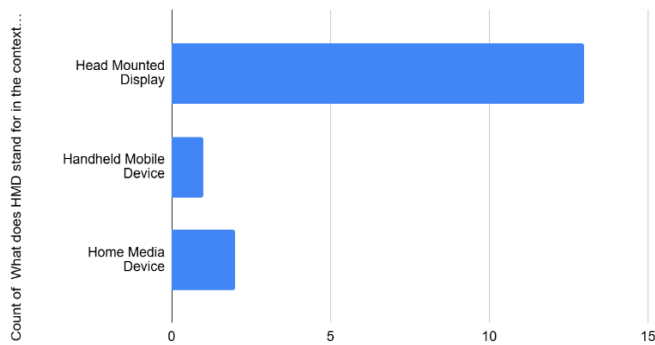
Count of Which programming language is used for VR development?



Combo Chart

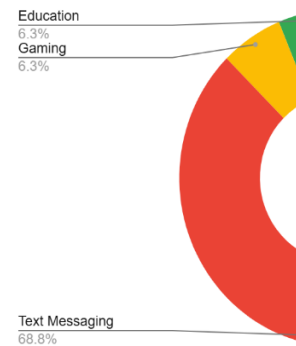


Count of What does HMD stand for in the context of virtual reality?



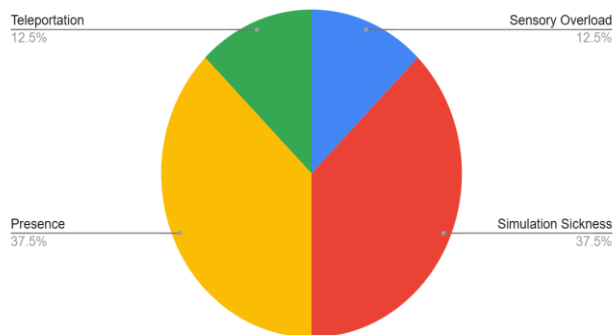
Stacked Bar Chart

Count of Which of the follow virtual reality?



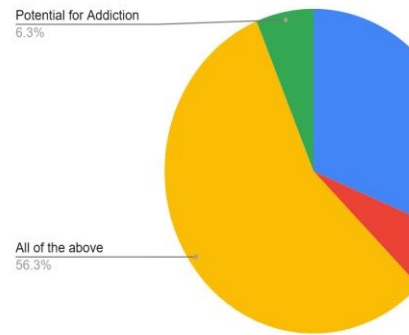
Doughnut Pie

Count of What is the term for the feeling of presence and immersion in a virtual environment?



Pie Chart

Count of Which of the following is a potential virtual reality?



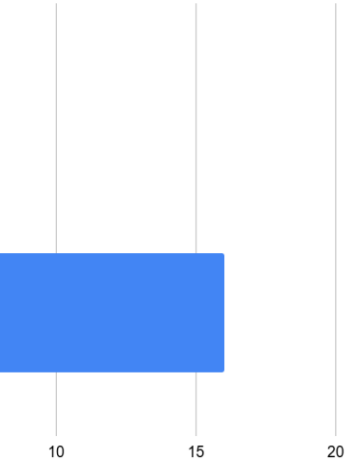
Pie Chart

Which of the following is NOT a component of a VR system?	Which programming language is commonly used for developing VR applications?	What is the name of the phenomenon where VR users feel as though they are physically present in the virtual world?	What does HMD stand for in the context of virtual reality?	Which of the following is NOT a common use case for virtual reality?	What is the primary device used to interact with a virtual reality environment?	What is the term for the feeling of presence and immersion in a virtual environment?	Which of the following is a potential drawback of virtual reality?
Graphics rendering hardware	JavaScript	Digital presence	Head Mounted Display	Medical Training	Motion Controllers	Sensory Overload	High Cost
Motion sensors	Unity's C#	Virtual awareness	Head Mounted Display	Text Messaging	Touchscreen	Simulation Sickness	High Cost
Haptic feedback devices	C++	Augmentation	Handheld Mobile Device	Gaming	Keyboard and Mouse	Sensory Overload	Limited Content Availability
Haptic feedback devices	C++	Augmentation	Head Mounted Display	Text Messaging	Touchscreen	Simulation Sickness	All of the above

Cloud storage servers	Unity's C#	Immersion	Head Mounted Display	Text Messaging	Motion Controllers	Presence	All of the above
Cloud storage servers	JavaScript	Virtual awareness	Head Mounted Display	Text Messaging	Motion Controllers	Simulation Sickness	All of the above
Motion sensors	JavaScript	Augmentation	Home Media Device	Education	Keyboard and Mouse	Simulation Sickness	Potential for Addiction
Cloud storage servers	Unity's C#	Immersion	Head Mounted Display	Text Messaging	Motion Controllers	Presence	All of the above
Cloud storage servers	Unity's C#	Immersion	Head Mounted Display	Text Messaging	Motion Controllers	Presence	All of the above

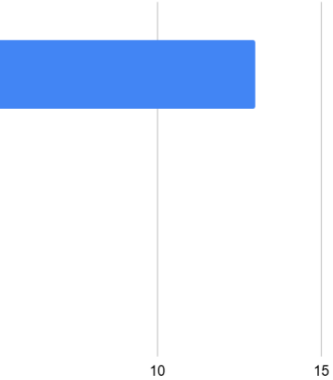
Cloud storage servers	JavaScript	Immersion	Head Mounted Display	Text Messaging	Motion Controllers	Teleportation	All of the above
Cloud storage servers	Unity's C#	Immersion	Head Mounted Display	Text Messaging	Motion Controllers	Presence	All of the above
Motion sensors	JavaScript	Immersion	Head Mounted Display	Text Messaging	Motion Controllers	Simulation Sickness	All of the above
Cloud storage servers	Unity's C#	Immersion	Head Mounted Display	Text Messaging	Motion Controllers	Presence	High Cost
Haptic feedback devices	Unity's C#	Immersion	Head Mounted Display	Text Messaging	Motion Controllers	Simulation Sickness	All of the above

Cloud storage servers	Unity's C#	Immersion	Head Mounted Display	Medical Training	Motion Controllers	Teleportation	High Cost
Haptic feedback devices	JavaScript	Virtual awareness	Home Media Device	Medical Training	Motion Controllers	Presence	High Cost



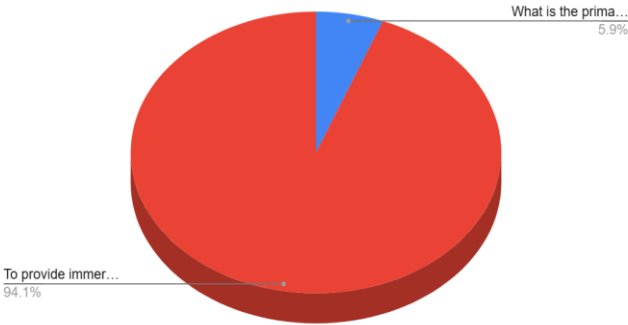
Bar Chart

back of using VR technology?



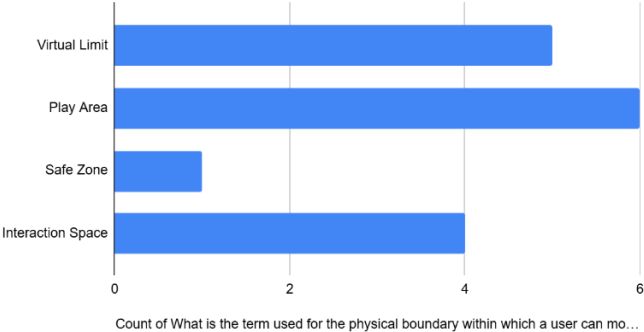
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anguage is commonly used for



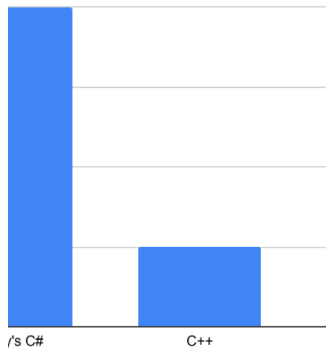
3D Pie Chart

Count of What is the term used for the physical boundary within which a user can move while using VR?



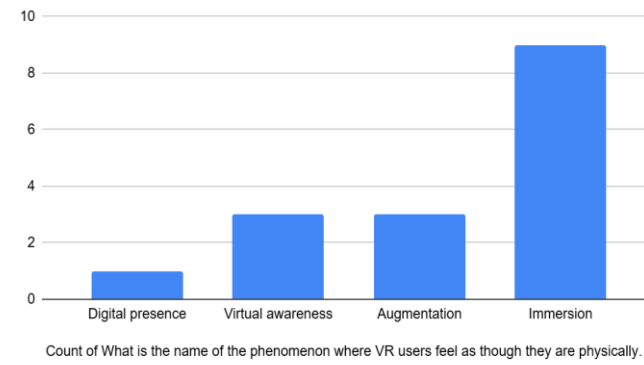
Bar Chart

Count of What is the name of the phenomenon where VR users feel as though they are physically present in the virtual world?



Column Chart

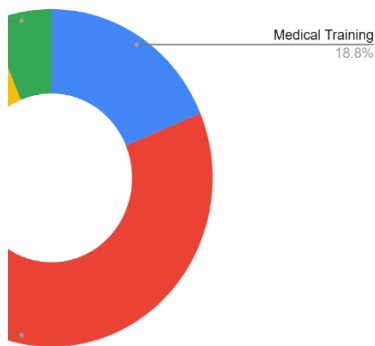
feel as though they are physically present in the virtual world ?



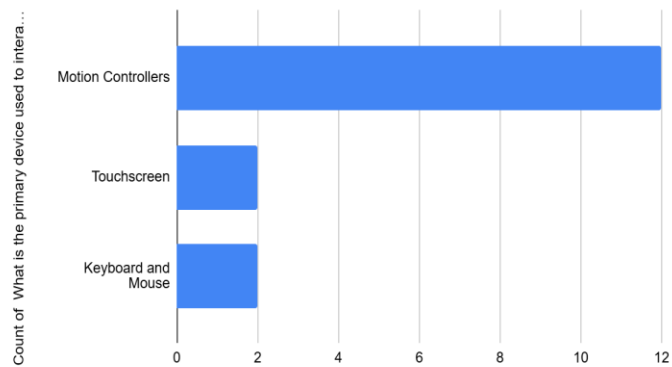
Count of What is the name of the phenomenon where VR users feel as though they are physically...

Stacked Column Chart

ing is NOT a common use case for



Count of What is the primary device used to interact with a virtual reality environment?

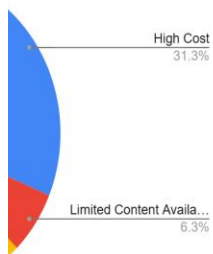


Count of What is the primary device used to intera...

Chart

Stacked Bar Chart

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