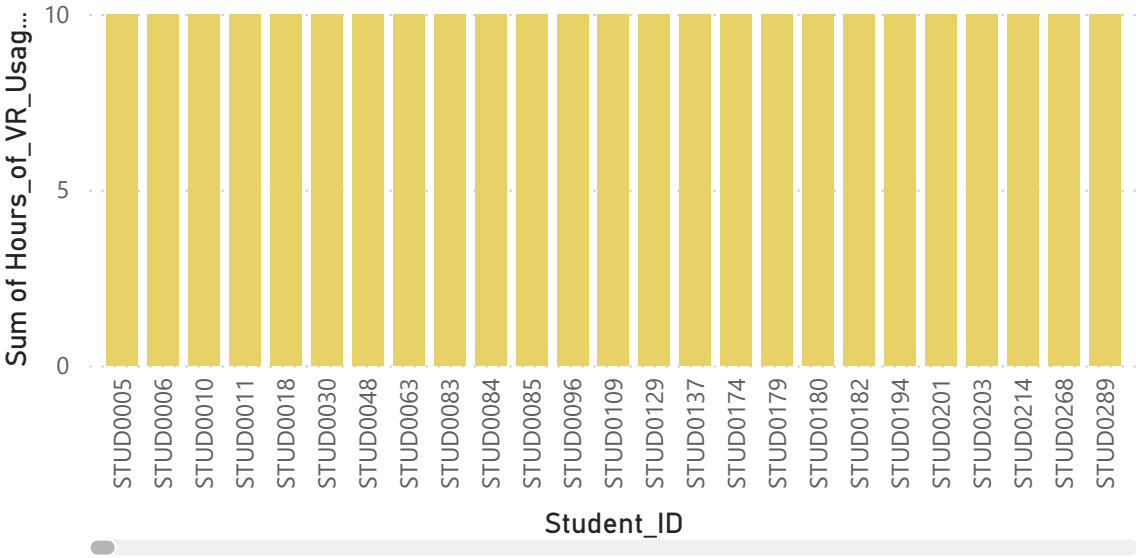
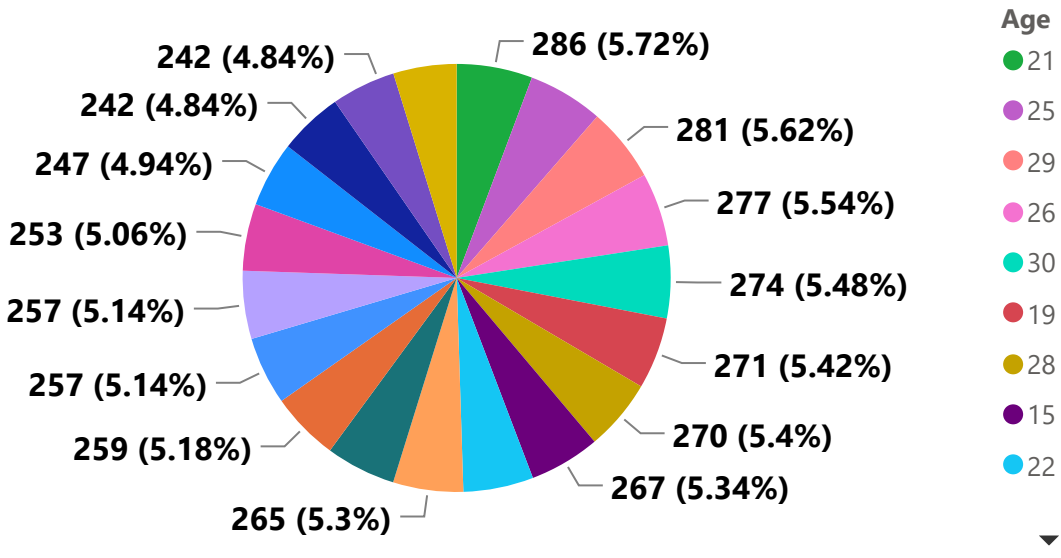


# IMPACT OF VIRTUAL REALITY ON EDUCATION

Sum of Hours\_of\_VR\_Usage\_Per\_Week by Student\_ID



Count of Improvement\_in\_Learning\_Outcomes by Age



**2.07**

Variance of Impact\_on\_Creativity

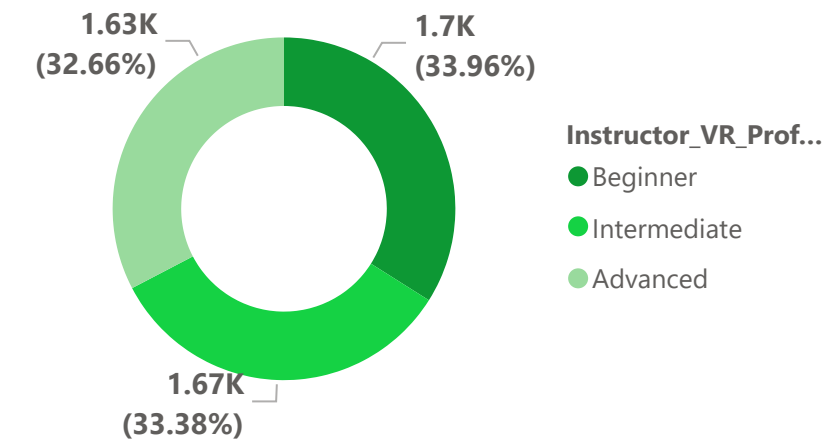
**1.42**

Standard deviation of  
Perceived\_Effectiveness\_of\_VR

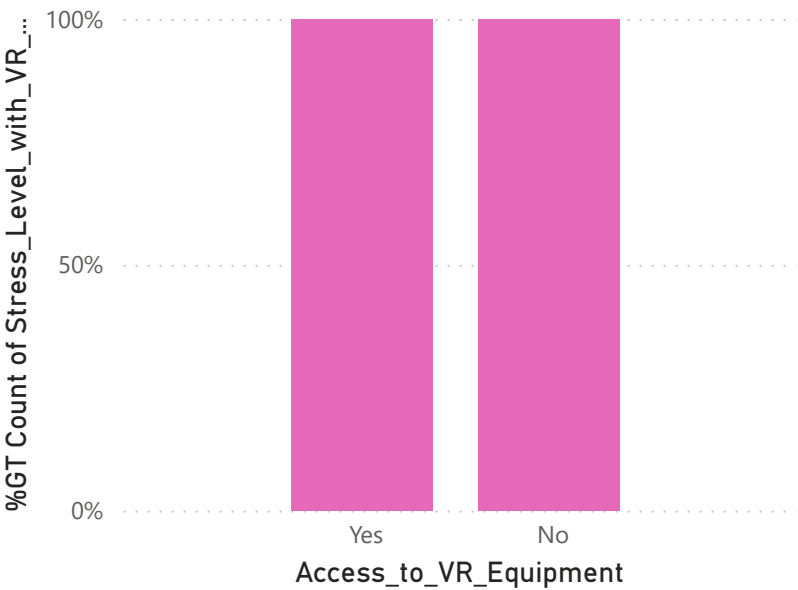
**15K**

Sum of Engagement\_Level

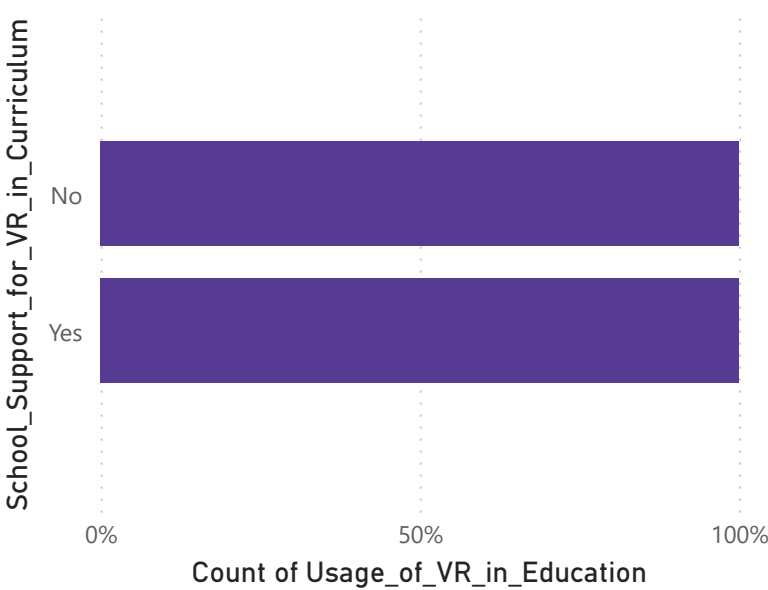
Count of Grade\_Level by Instructor\_VR\_Proficiency



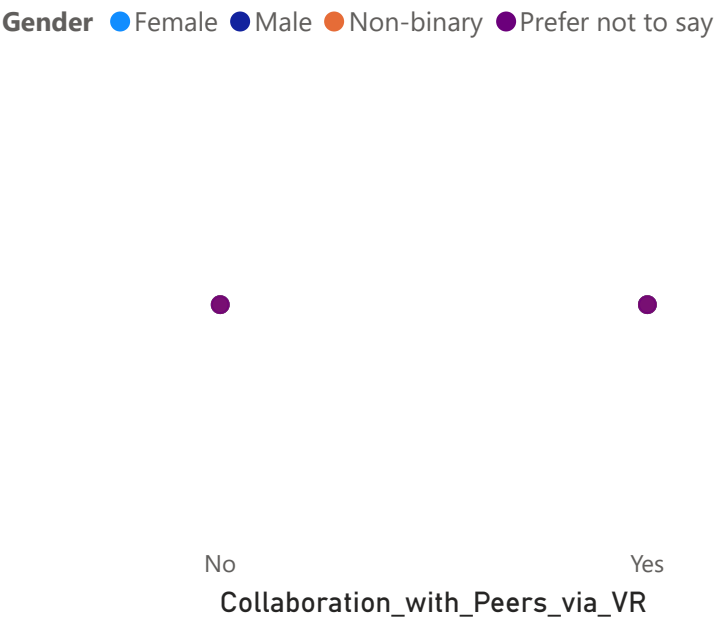
%GT Count of Stress\_Level\_with\_VR\_Usage by Access\_to\_VR\_Equipment



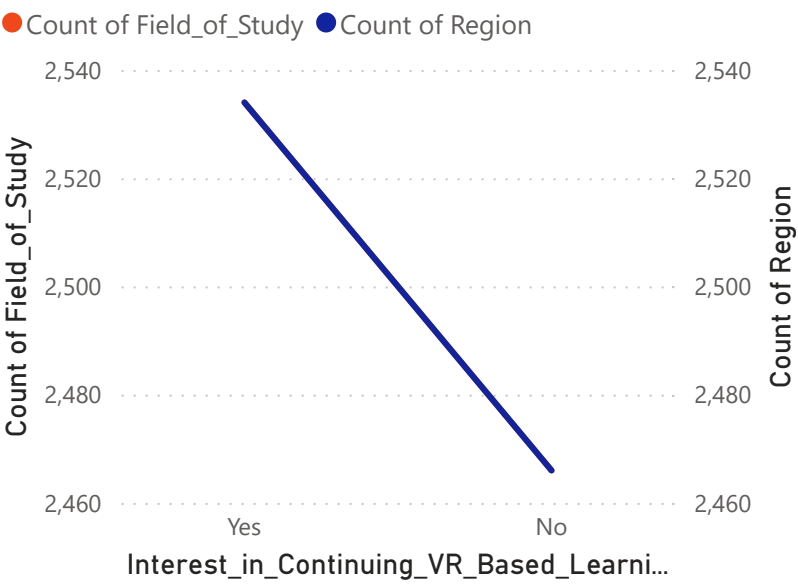
Count of Usage\_of\_VR\_in\_Education by School\_Support\_for\_VR\_in\_Curriculum



Gender and Collaboration\_with\_Peers\_via\_VR



Count of Field\_of\_Study and Count of Region by Interest\_in\_Continuing\_VR\_Based\_Learning



Subject	Sum of Impact on Creativity
Art	219
Biology	215
Computer Science	212
Economics	217
History	216
Math	211
Physics	218
Total	1509