**VR Classroom Analysis –**

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Our product is a virtual classroom aimed at helping people who are unable to attend school due to unforeseen circumstances earn the education that they deserve.

**Opportunities –**

* The “VR Classroom” can be used throughout the various levels in the education system such as primary school, secondary school and college.
* Our product the “VR Classroom” is a product which is relatively undiscovered and unrefined, which provides a huge opportunity for our product. In the world today, “Currently around 10 per cent of the total world's population, or roughly 650 million people, live with a disability” (Anon., 2016) and “121 million children and adolescents are currently out of primary and lower secondary school worldwide” (Anon., 2016). These numbers show the potential market for our product. Obviously, this is a potential market but this shows the opportunity our product has.
* Our product allows its users to create their own characters, which eliminates the major bullying factor involved within schools, as a large proportion of the general school population suffer from some form of bullying. Our product being non-biased eliminates the bullying aspect, “About 28 percent of students ages 12–18 reported being bullied at school during the school year” (Anon., 2016).
* “VR Classroom” can connect people from different continents in one classroom where they can earn their education, while eliminating the issue of distance. For students, distance can become a major problem in third level education as many people move across country, or to another country. For those people who leave home to get their education, they have many fees to pay such as college entrance fees, rent for their apartment/house, electricity bill, phone and internet bill and food. These fees can put many families into severe debt especially if they have no support from a grant. Many people are forced to take out student loans and get a job during the school year which can hinder their academic performance. Another problem for people who are going to school/college, is the disability facilities in some areas aren’t up to the required standards to help people who are blind, deaf, in a wheelchair, or who have other disabilities which they require extra help. VR Classroom allows people to create characters who are all equal which reduces the physical aspect that many people with disabilities and people who are self-conscious about themselves suffer from. VR systems also allow for controllers which can be beneficial to people who suffer from blindness as a braille component can be added to the tip of the buttons on the controller like the ‘f’ and ‘j’ key on a keyboard.
* The VR Classroom allows its users to create a personal avatar which also makes the users feel secure as the users are not required to distribute their real identity to the general population of users using the product.

**Disadvantages –**

* One disadvantage for our product is it does require a Virtual Reality headset.
* Our product does require payments as it provides a full education for people across multiple forms of education from primary school to university, and the education is provided by full trained teachers who require wages to work.
* As our product uses a virtual reality headset, the users may suffer from side-effects of using the VR headset such as nausea and headaches.
* For people with bad special awareness using the virtual reality headset can provide difficulties as it can cause users to become unaware of their surroundings.
* Another disadvantage of our product is it requires an internet connection to use as the VR Classroom can connect people across the world. It also requires a graphics card to run the program through the virtual reality headset.
* For people who require special needs assistant(SNA) this product may have some disadvantages as it can be frightening for people who are within a virtual world when someone not within the virtual world encounter each other or speak with each other. Some SNA’s might be required to enter the VR classroom, which would require another Virtual Reality headset.