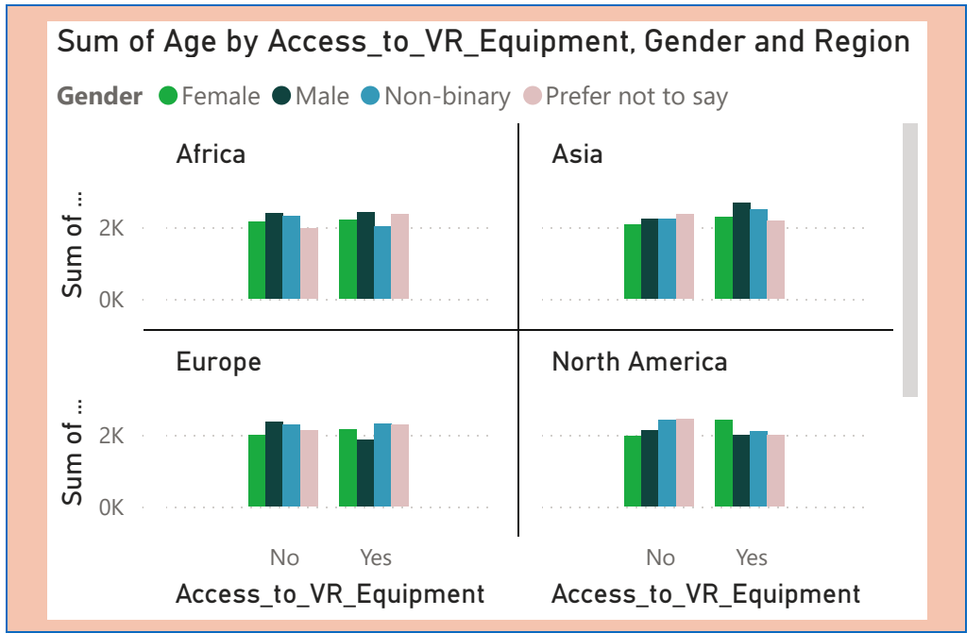
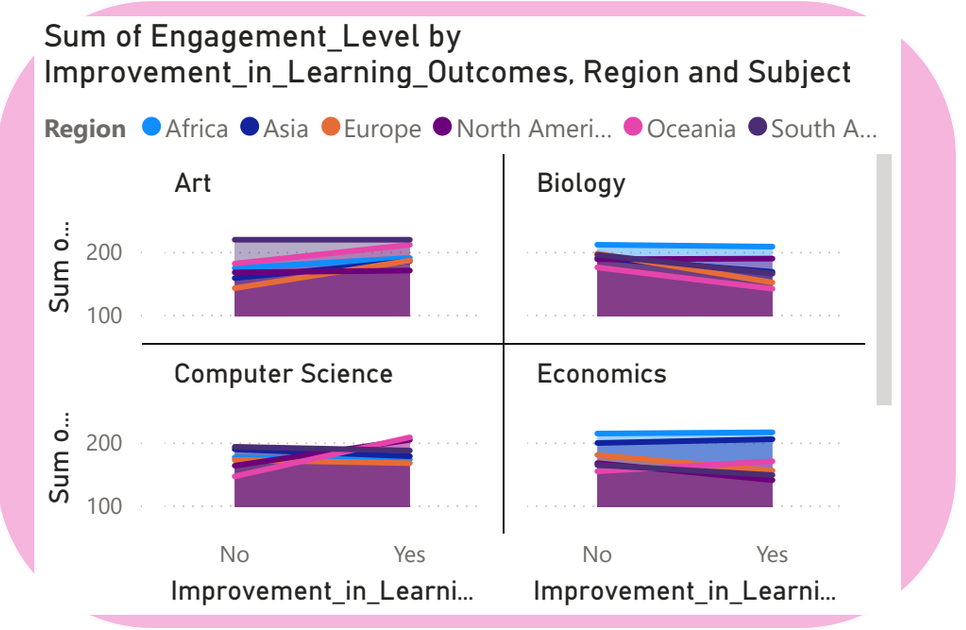
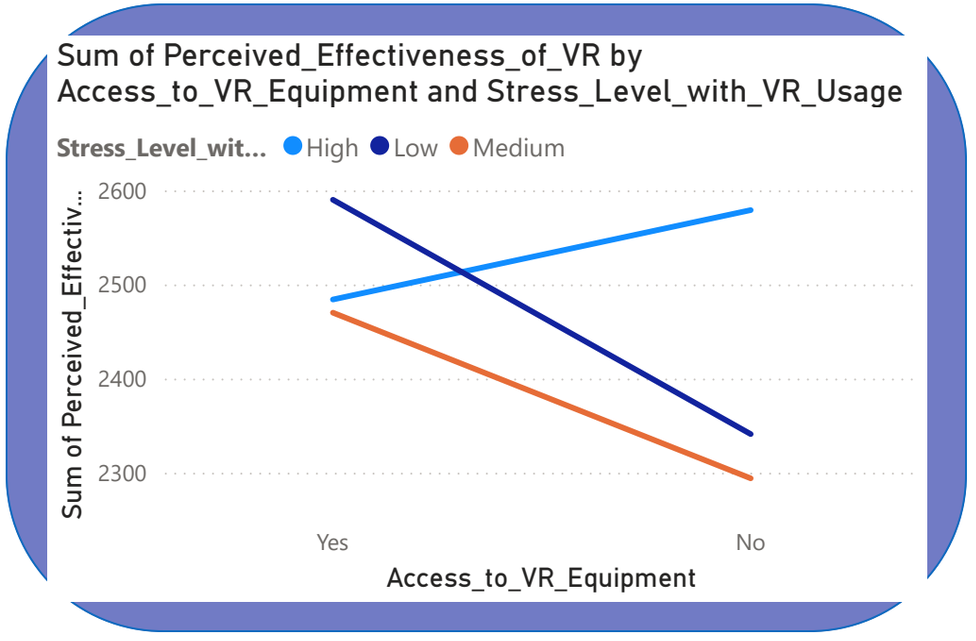
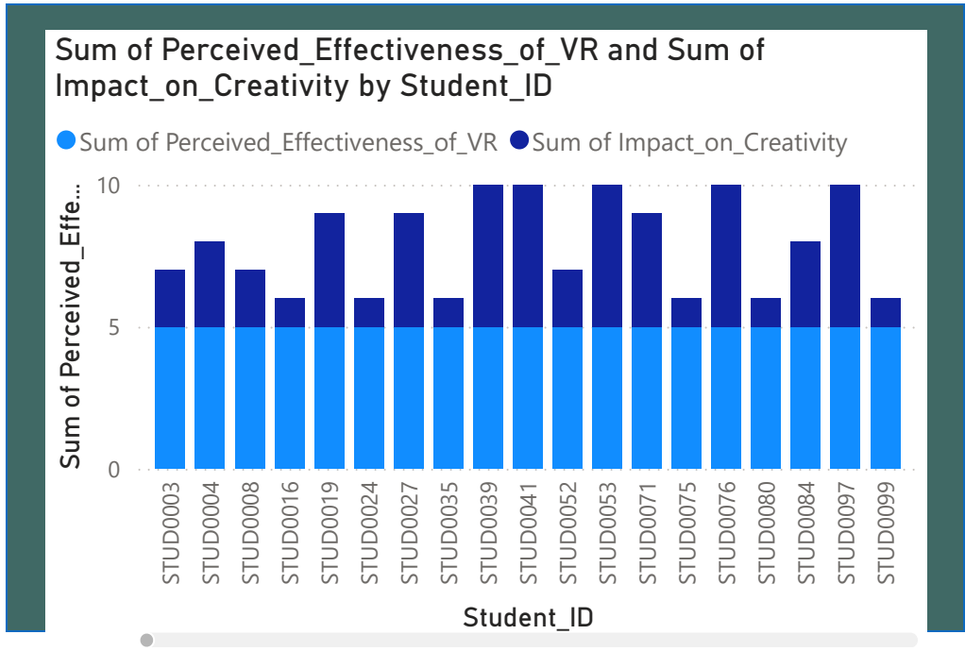
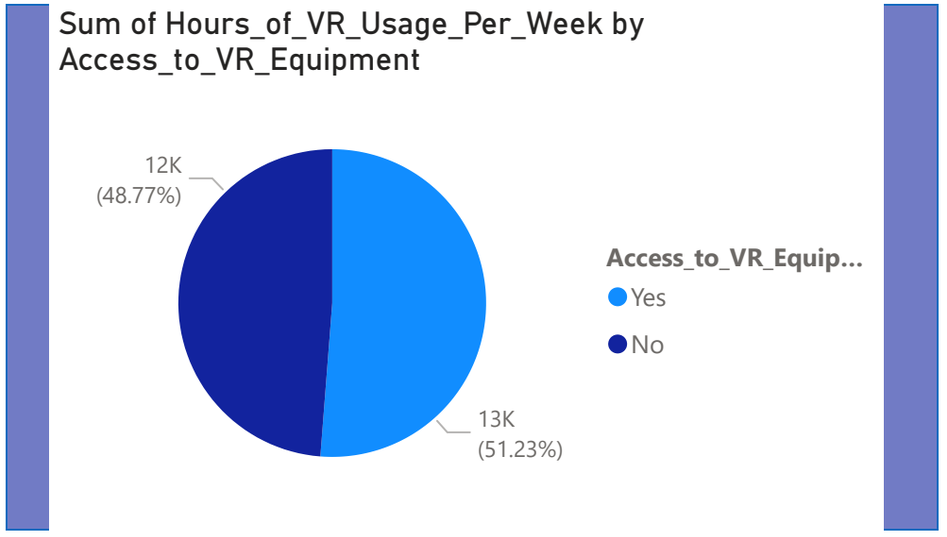
Virtual reality education impact

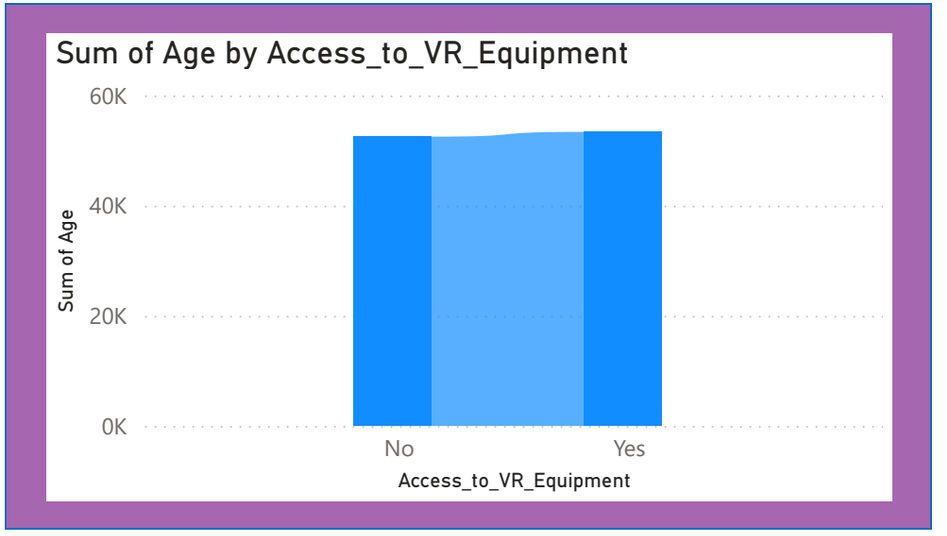


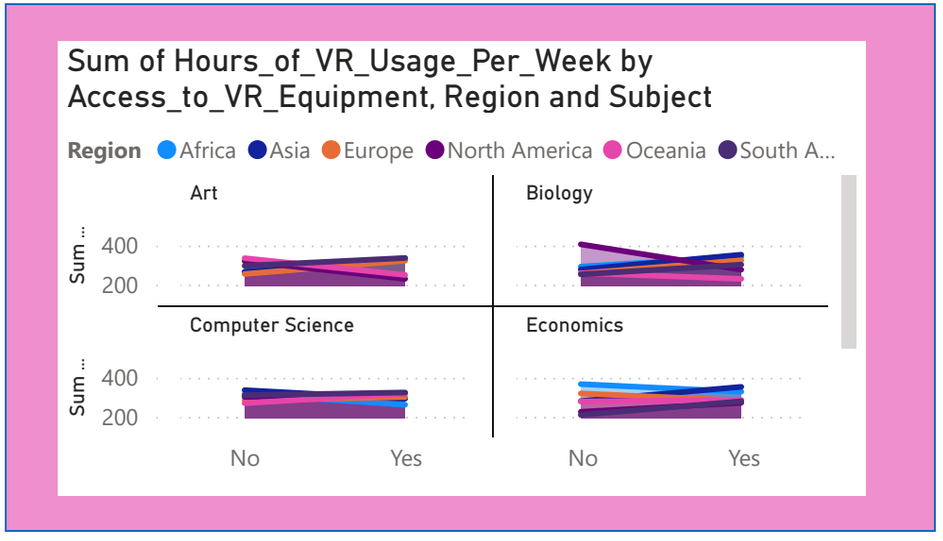


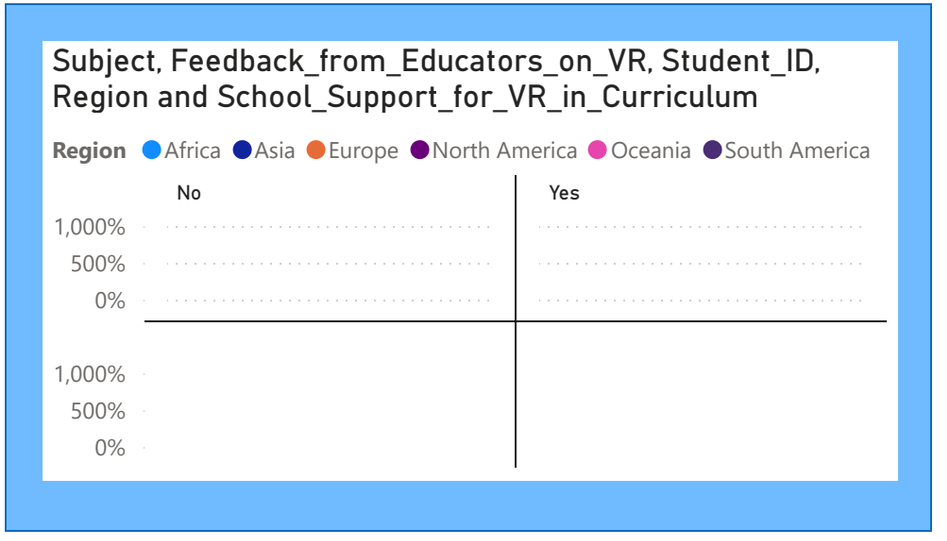





Sum of Hours_of_VR_Usage_Per_Week by Access_to_VR_Equipment
12K
(48.77%)
13K
(51.23%)
Access_to_VR_Equip...
Yes
No


Sum of Age by Access_to_VR_Equipment
60K
40K
20K
0K
Sum of Age
No
Yes
Access_to_VR_Equipment


Sum of Hours_of_VR_Usage_Per_Week by Access_to_VR_Equipment, Region and Subject
Region
Africa
Asia
Europe
North America
Oceania
South A...
Art
Biology
Computer Science
Economics
Sum ...
400
200
No
Yes


Subject, Feedback_from_Educators_on_VR, Student_ID, Region and School_Support_for_VR_in_Curriculum
Region
Africa
Asia
Europe
North America
Oceania
South America
No
Yes
1,000%
500%
0%