**At USC Viterbi, we endeavor to engineer a better world for all humanity. This vision goes hand-in-hand with the objectives of the National Academy of Engineering (NAE) and their 14 Grand Challenges. Engineers and Computer Scientists are challenged to solve these problems in order to improve life on the planet. Learn more about the NAE Grand Challenges at http://engineeringchallenges.org and tell us which challenge is most important to you, and why. (250 word limit)**

*Engineering grand challenges of choice* ***Enhance Virtual Reality***

Imagine the possibility where everyone in the world can interact with each other as if they are physically face-to-face. Imagine the possibility in which all students in the world have equal opportunity to quench their curiosity and develop their creativity on different subjects without fear of getting hurt. And imagine the possibility that students can simulate the environment of working as X in Y industry to explore their academic passion and interest globally with minimum travel. This, I believe, is within reach in the future with Virtual Reality (VR).

It’s undeniable that the virtual, yet detailed real-life experience provided by VR can be applicable to any field. The COVID-19 pandemic has particularly showed us the immediate need of VR, especially in education, as it would appease the younger generations’ restricted intellectual curiosity and soft skill development. Why? Because the current online learning system is still lacking in assisting teachers and engaging students in delivering educational contents.

With the growing demand for a global and standardized educational experience that is safe and as close to reality as possible in this dire situation, it make sense for many educational institutions to start exploring VR technology adoption. The problem, however, is that VR is still considered a luxury and unable to fully simulate reality effectively despite its more ambitious depictions.

The advancement of Enhanced Virtual Reality technology must be addressed in order to achieve a standardized education globalization and, thus, achieve a technological breakthrough. By accepting and developing VR will the human civilization can enter a brand-new age.