Contents:

1. Introduction and goals
   1. What is virtual reality?
   2. NYP information technology courses
   3. Advantages of VR for future students
2. State of the art
   1. Immersion and storytelling in VR
   2. Examples of VR applications in education and marketing
   3. Software tools for VR
   4. Hardware tools for VR
3. Concept and Design
   1. Target group
   2. Main Story Concept
   3. Storyboards for the several courses
      1. Software Engineering
      2. Cyber Security
      3. Business Analyst
   4. Hardware Evaluation
4. Implementation
   1. Environment 3D modelling
   2. Game logic programming
   3. Dialog System
   4. Deploying to Hardware
5. Testing
   1. Testing group
   2. Questionnaire
   3. results
6. Results and conclusion