

JULIA NUSS

BUSINESS CHALLENGE: EDA AND SQL DISCOVERING THE IMPACT OF VIRTUAL REALITY ON EDUCATION

THE DATA

Dataset: Impact of Virtual Reality on Education from Kaggle (<https://www.kaggle.com/datasets/waqi786/impact-of-virtual-reality-on-education>)

DELIVERED FILES OVERVIEW

- BC_VR_Impact_Julia.ipynb
- BC_VR_Impact_Julia_queries.sql
- BC_VR_Impact_Julia_EER.png
- BC_VR_Impact_Julia_pres.pptx
- BC_VR_Impact_Julia_Overview

BUSINESS QUESTIONS

- **Question 01:** What's the global (geographical) distribution of VR usage in education? Where is VR used the most for educational purposes?
- **Question 02:** Is there a subject for which VR is used the most or can be best applied for? Name the top 3 subjects for VR usage.
- **Question 03:** Overall, is there an improvement in academic performance to be seen by using VR?
- **Question 04:** Is there a relation between the level of improvement in academic performance and students' IT affinity?
- **Question 05:** What is the overall acceptance rate of VR in students?
- **Question 06:** How many students experience issues like motion sickness when using VR and how does it affect the improvement of academic performance?
- **Question 07:** How many students have access to a VR device in private and how many students use VR frequently in their free time for games etc.?
- **Question 08:** Is there any difference between the interest in VR in gender?
- **Question 09:** At which grade level and age is VR the most effective in education?
- **Question 10:** Do students like to interact in VR or rather use it to learn things on their own?