

# Virtual Reality

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## Abstract

*Keywords:* VR, virtual-reality, software, hardware, academic, research, phobia, solitude.

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<sup>21</sup> **2. Project Overview**

<sup>22</sup> *2.1. Description of the problem*

<sup>23</sup> *2.2. Goals*

<sup>24</sup> *2.3. Hypotheses or assumptions*

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26   **3. Theoretical framework**

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