

Below are the feature category candidate results for the survey about "AR/VR in E-Learning"

		Frequency of Occurrence of the Individual Requirements Classes						Total in %	Category
		1	2	3	4	5	?		
Customer Requirements	Basic VR Headset Compatibility	0.0	0.0	0.0	100.0	0.0	0.0	100	4
	AR Interactive Textbooks	28.6	14.3	14.3	42.9	0.0	0.0	100	4
	VR Field Trips	0.0	0.0	0.0	100.0	0.0	0.0	100	4
	AR Lab Simulations	28.6	14.3	0.0	42.9	14.3	0.0	100	4
	Customizable VR Avatars	0.0	0.0	0.0	100.0	0.0	0.0	100	4
	Language Translation	28.6	14.3	0.0	57.1	0.0	0.0	100	4
	Accessibility Features	28.6	57.1	0.0	14.3	0.0	0.0	100	2
	Gamification Elements	0.0	14.3	0.0	85.7	0.0	0.0	100	4
	Collaborative VR Workspaces	0.0	14.3	14.3	71.4	0.0	0.0	100	4
	Cross-Platform Compatibility	42.9	42.9	0.0	0.0	14.3	0.0	100	1

	Feature Name	Category
1	Basic VR Headset Compatibility	Indifferent
2	AR Interactive Textbooks	Indifferent
3	VR Field Trips	Indifferent
4	AR Lab Simulations	Indifferent
5	Customizable VR Avatars	Indifferent
6	Language Translation	Indifferent
7	Accessibility Features	Satisfier
8	Gamification Elements	Indifferent
9	Collaborative VR Workspaces	Indifferent
10	Cross-Platform Compatibility	Basic Requirement