The Business Model

VSandBox

Key Partners 🖸 Insert	Key Activities ? <u>Insert</u>	Value Proposition [2]	Insert Cust	stomer Relationships ? Insert	Customer Segments Insert
Advertising Companies				teractive feedback and ogress	Institutions
Virtual reality companies				formation about how to	Individuals
		24/7 accessibility Additional income Exploring new fields		access latest simulations	Companies for training events
	Key Resources Insert Research from experts Network of Institutions				
				Channels Z Insert	
		Safe environment of le		ebsite	
			Virt	rtual Environment	
Cost Structure Insert	······································		venue Streams ? I	Insert	
Tech Platform Marketing		Su	Subscription based		
Personel		_			

Team: Syntax Error