TECHNOLOGICAL TREND REPORT

VIRTUAL REALITY AND EDUCATION



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VIRTUAL REALITY (VR)

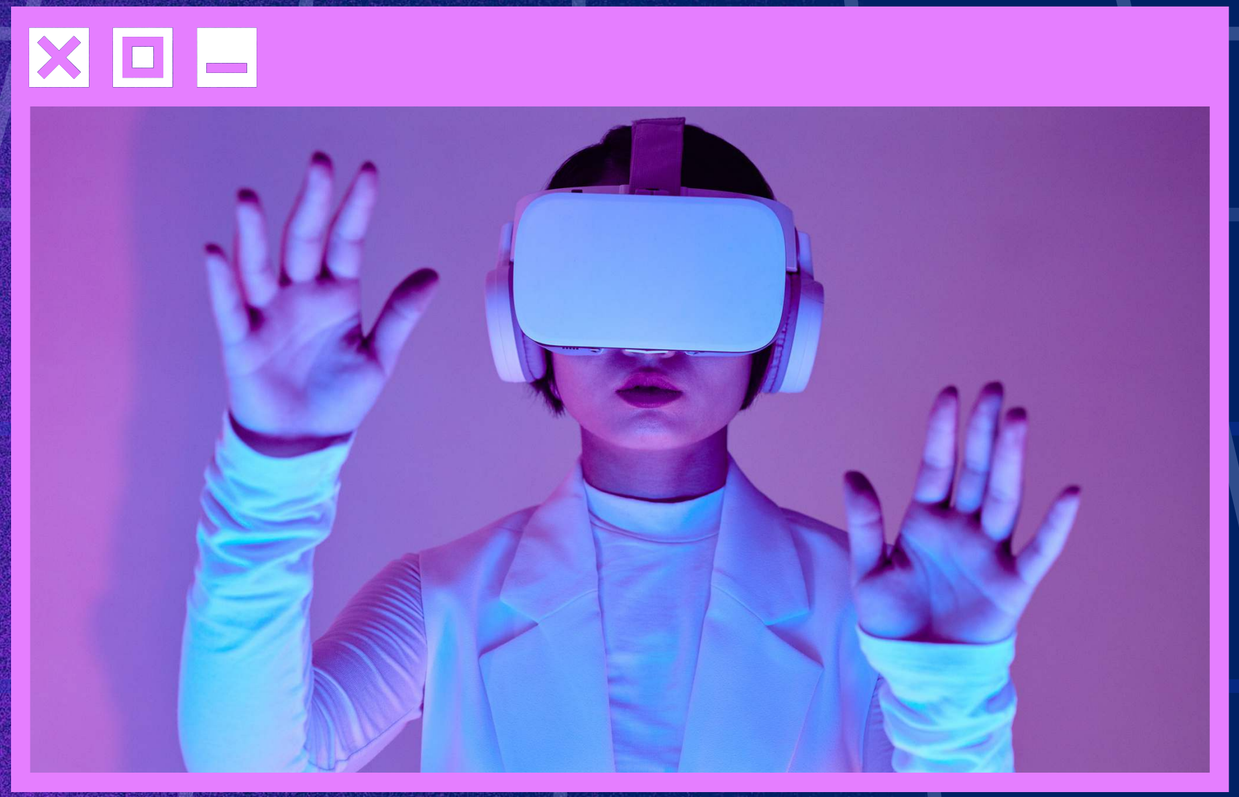
VR is an immersive technology that simulates a realistic, interactive environment generated by computer software. Through specialized devices, users are transported to a completely virtual world where they can perceive and interact with digital surroundings as if they were physically present. VR tracks the user's movements and adjusts the virtual environment accordingly, creating a sense of presence and immersion.





We can provide educational programs utilizing VR technology, offering immersive virtual meetings and events.

POTENTIAL THREATS FOR THE COMPANY AND SOCIETY



THREATS FOR THE COMPANY

- **Technology obsolescence**: Failure to keep pace with advancements in AR and VR technology may result in the loss of clients to competitors offering more advanced solutions

- **Data privacy concerns**: Inadequate safeguards against data breaches may lead to the unauthorized disclosure of sensitive student information, eroding trust and damaging the company's reputation

- **Platform reliability issues**: Technical glitches and software bugs could disrupt virtual meetings and events, causing inconvenience to students and potentially impacting their learning experience.

THREATS FOR THE SOCIETY

- **Reduced engagement in social activities**: Decreased participation in real-world social interactions
- **Body dysmorphia and self-confidence issues**: Users may create virtual profiles that deviate from their actual appearance, leading to body image concerns and diminished self-esteem
- **Development of multiple personalities**: Virtual interactions may encourage the adoption of personas that differ from real-life identities, potentially leading to identity confusion and psychological challenges
- **Increased social anxiety**
- **Lack of real-life collaborative skills.**

MINIMIZE THREATHS

- Implement robust privacy measures to safeguard student data
- Invest in ongoing research and development to keep up with technological advancements
- Provide training to students on responsible VR usage
- Prioritize the development of reliable virtual platforms
- Collaborate with mental health professionals to address potential psychological impacts.

POTENTIAL OPPORTUNITIES FOR THE COMPANY AND SOCIETY



OPPORTUNITIES FOR THE COMPANY

- **Enhanced flexibility for students**: Students can tailor their schedules to their needs, leading to greater engagement and satisfaction with the educational experience

- **Cost and time savings**: Elimination of face-to-face meetings reduces overhead costs and saves time for both students and professors, allowing for more efficient use of resources

- **Scalability and reach**: Online events and meetings enable the company to reach a wider audience beyond geographical limitations, potentially increasing enrollment and revenue streams.

OPPORTUNITIES FOR THE SOCIETY

- **Increased accessibility**: Offers possibilities for individuals who may face challenges with traditional in-person learning, such as those with disabilities or remote learners
- **Environmental benefits**: Reduced travel requirements for meetings and events contribute to lower carbon emissions and environmental impact, aligning with sustainability goals
- **Innovation in education**: Online events introduce new educational formats and experiences, enhancing creativity, motivation, and progress among students.

MAXIMIZE OPPORTUNITIES

- Develop user-friendly online platforms and tools to facilitate seamless virtual interactions.
- Offer professional support (forums, real-time chat/video chat, etc.)
- Collaborate with industry partners and stakeholders to continuously innovate and improve the virtual learning experience.

CONCLUSION

- Use technology to create positive impacts for both the business and society
- Engage in the transformative potential of online education in fostering flexibility, accessibility, and innovation in learning
- Consider the potential benefits of responsible and ethical integration of these technologies in education.

