

VIRTUAL REALITY IN SOCIETY AND ADULT LEARNING IN EDUCATION & BUSINESS

POPULATION OF ADULT LEARNERS THAT
ARE UNDERGRADUATE STUDENTS (1)

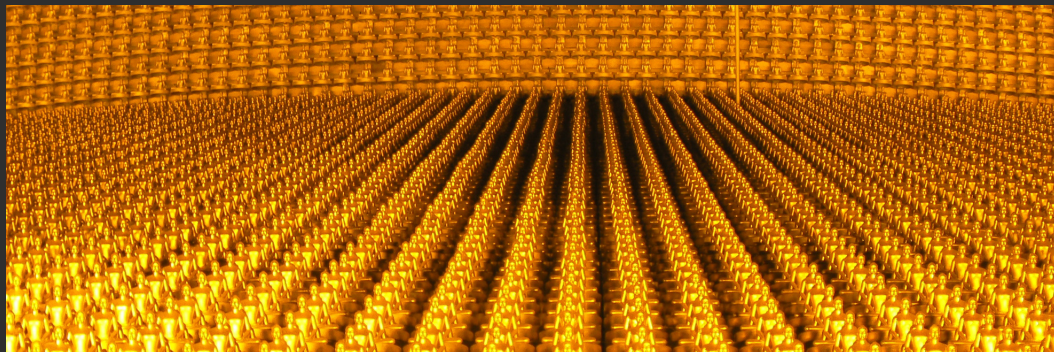
38%

SOFT SKILLS TRAINING USING VR

**"VIRTUAL REALITY IMPACTS
MORE OF THE LEARNER'S SENSES AND
IS WELL-SUITED TO ANY TYPE OF
TRAINING INVOLVING EMOTIONS LIKE
BUILDING EMPATHY."**

**-SCOTT LIKENS, EMERGING
TECHNOLOGY LEADER (2)**

36 MILLION ADULTS ARE IN NEED
OF LITERACY ASSISTANCE
70%-75% HAVE ACCESS TO A SMARTPHONE



MILLIONS ARE EAGER TO LEARN AND CAN
ACCESS VIRTUAL REALITY SOFTWARE ON
DEVICES THEY ALREADY OWN (3)

ARTIFICIAL INTELLIGENCE (AI), AUGMENTED
REALITY (AR), AND VIRTUAL REALITY (VR)
INTERFACES AND APPLICATIONS ARE GIVING
LEARNERS A MORE COMPLETE EXPERIENCE.
LEARNING IS MOVING FROM BEING STATIC TO
BEING DYNAMIC AND IMMERSIVE.

SOURCES

Adult Students in Higher Education Statistics. Maryville Online. (2019, October 16). <https://online.maryville.edu/blog/going-back-to-school-statistics/#:~:text=%20Adult%20Students%20in%20Higher%20Education%20Statistics%20,Considering%20the%20genuine%20challenges%20facing%20adult...%20More%20>

Zielinski, D. (2021, July 7). *The Growing Impact of Virtual Reality Training*. SHRM. https://www.shrm.org/hr-today/news/hr-magazine/spring2021/Pages/virtual-reality-training-spreads-its-wings.aspx?hss_channel=tw-2755995373.

Foundation, X. P. R. I. Z. E. (2017, January 31). *Is Virtual Reality the Future of Adult Education?* HuffPost. https://www.huffpost.com/entry/is-virtual-reality-the-future-of-adult-education_b_5890d8bfe4b02c397c178d0b.