

VIRTUAL REALITY IN SOCIETY AND ADULT LEARNING IN EDUCATION & BUSINESS

POPULATION OF ADULT LEARNERS THAT ARE UNDERGRADUATE STUDENTS (1)

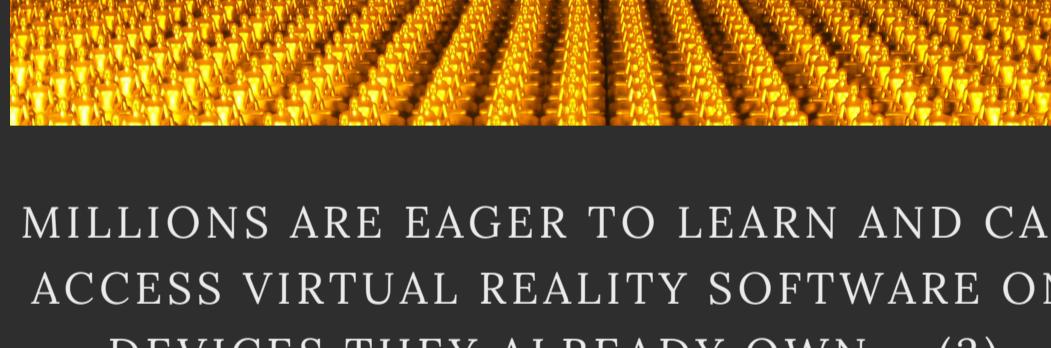
38%

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

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