

A Study on VR Awareness among Nagasaki International University Students

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The objective of this study is to garner insights for prospective applications, informed by the responses to a questionnaire concerning VR and the metaverse. The study yielded four salient points.

- (1) There is a demand for opportunities to experience VR.
- (2) Students expressed a strong interest in VR equipment, with minimal negative sentiments, suggesting a range of potential applications in the future.
- (3) Students predominantly view VR as a medium for entertainment, with a limited understanding of its potential applications in educational settings. This highlights the necessity for demonstrating practical applications of VR in learning scenarios to enhance student awareness and understanding.
- (4) Addressing students' concerns regarding issues related to VR is crucial for fostering positive perceptions and leveraging the full potential of VR in educational contexts.