Virtual Reality in Education: How to Improve Education System

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Abstract: *The Paper Presents better approaches for training utilizing augmented reality, new difficulties for teachers and new models to involve it in the training. Dealt with the computer generated experience to be utilized for learning a set of experiences subject. Experimental examination on the growing experience viability will be introduced and a model for utilization of computer generated reality will be recommended. The outline of the current practices and endlessly explores and ends on the subject will be given. It will venture into a wide range of our ongoing world. VR is an innovation that empowers the making of PC produced virtual universes with which the client can connect and submerge in. VR stuff and content will be the following promotion word and it is assessed their marker will be worth more than $70 billion by 2020.*

Keywords: Virtual Reality

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