Questions

**1. What concrete benefits does your proposal bring?**

Our company makes school dropouts less due to virtual reality and makes the class more enjoyable.

**2. What improvement does your solution offer with respect to the way in which this need has been covered until now?**

There is currently no company providing these services in the education sector.

**3. What other existing solutions solve the same problem?**

Currently, there are very few solutions to avoid dropping out of school such as: some teachers convince the student's parents not to drop out of school.

**4. What is new in your proposal?**

The use of the latest technologies such as virtual reality for teaching.

**5. Why can users better evaluate your solution?**

Because it is more enjoyable and didactic for students to study with technologies.

**6. What need does your proposal cover?**

It covers the need to reduce school dropout after ESO.

**7. What type of user is it intended for?**

Our proposal is aimed at ESO and Bachillerato students to make classes more enjoyable.

**8. How important is this need for the potential user of your solution?**

It has the importance of reducing the number of school dropouts.

**9. What is your solution?**

Use virtual reality for teaching.

**10. In what way, different from the usual way, do you solve the problem?**

Using new technologies.

**11. How do you offer your solution to users?**

We provide the study centre with several virtual reality computers so that the teachers can give their classes using this method.

**12. How do you make it a sustainable proposal?**

Contacting the Junta de Andalucía and making this programme a reality.