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However, some people also felt that though VR is the future and a further step into Work From Home Arrangements, its realistic interaction and communication features still need some improvement to make it a worthy medium. Only after having a striking benefit against the general computer set up can it drive people to switch instantly.

### Different groups based on Job Position

Out of the three categories based on the position in the job, people who are working as employees have rated the use of VR higher than the rest with a small margin from Employers. However, there is a significant improvement in rating before and after watching the video explaining the concept of VR Workspace. The self-employed were relatively less interested in switching to the VR Workspace. The availability of browsers and its being wireless and portable are the biggest factors influencing it but support for 3D drawing in self-employed and keyboard support in employees are also major factors. Hand Tracking support has had a bit less effect on their decision and has been rated the lowest.

### Different groups based on Age

The people aged 20-35 years have had a more positive outlook towards the change and VR becoming a viable option as they have rated the VR Workspace higher than other two age groups. They are followed by people aged 50+ and finally the 35-50 years age group. The people in the mid age group are less interested in having a change in their usual set up and are finding VR Workspace less probable. Some felt that VR wouldn't improve their workspace as their work was completely based on human interaction. This can be seen in some of the qualitative responses received-

1. VR is a revolutionary step in many senses but work from home is specific to the kind and nature of work. VR cannot be a suitable arrangement for all. It can be excellent for some.
2. The technology is good and futuristic. This might be a great breakthrough for a certain industry and work model. But for businesses which are based on personal relations and network, VR world might not be a relevant solution.
3. VR is a good option for the service sector only. Where production is concerned this seems difficult. For ex - milk factory, manufacturing unit, sales and repair unit. Plus, a working environment shall be missing if VR takes on Office spaces
4. Transitioning to VR will be a great cost for the companies. While big mnc would be able to do that, not all businesses in the local market will adapt. It won't find much use in companies where physical presence is essential thereby reducing the scalability aspect of it.

The most important factors based on readings of different age groups are also 'Wireless and Portable Headsets' and availability of 'Browser'. Hand tracking support also had some effect but was less probable a reason for someone to switch to VR Workspace.



## Different groups based on Gender

In this, the males had a higher rating for VR Workspace both before and after watching the video however, the increase in the average after watching the video was higher in females with an increase of 20% while in males, it was 8% only. Most females rated it between 4-5 out of 7 while most males rated it 6 or above. In females, the general trend for the importance of factors was followed with browser and portable headsets being the most important and hand tracking being least. In contrast, in males, browsers had a much lower rating while facility for 3D designing was one of the highest rated factors.

## Conclusion

The research shows that VR can be seen as a viable option for Work From Home Arrangements in most office spaces but considering the cost of investment, it will surely take some time to be seen as the only medium used for official communication and work. However, there still will be industries like manufacturing which would have the minimum benefit of switching to VR. In the meantime, the service sector will be able to take the benefit out of this revolutionizing technology.

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