**Immagine che contiene testo, Elementi grafici, grafica, Carattere

Il contenuto generato dall'IA potrebbe non essere corretto.**

**VR Games & Movement: Student Survey Report**

This survey was conducted with a group of 20 students, all aged 13.  
Its purpose is to gather insights into students’ experiences and opinions on the use of Virtual Reality (VR) games to promote physical activity, play, and enjoyment.

Grafikon obrasca odgovora. Naslov pitanja: 1. How old are you?
. Broj odgovora: 20 odgovora.

























