**December Learning Challenge:**

**Launch Your VR Business!**

Do you play video games? Have you ever played *virtual reality* games? Around the world, buyers are on track to spend **$3,700,000,000** on virtual reality (VR) games this year ([Source](https://techjury.net/blog/virtual-reality-statistics/#gref)). That’s a LOT of money!

There is a huge opportunity for businesses to jump in the game and make massive profit by developing and selling new virtual reality games to customers. For your December Learning Challenge, imagine you are an entrepreneur who is about to launch a brand new virtual reality headset. However, it’s not as simple as placing your product in stores and waiting for it to sell. ***What financial decisions do you need to make to ensure that you can make money on your new product?***

Think of all you’ve learned this month about **costs and revenue**. For this month’s Learning Challenge, you’ll put your skills to the test and see what impact ***business decisions*** can have on ***profit***. 💸



**Challenge Instructions**

Using [**this template**](https://docs.google.com/spreadsheets/d/1ytIO2aqeuiIAAWVWc1EVrGTfExQYWD32i1qphzJJFRE/edit#gid=1118300850) (make a copy of the Google Sheets and add it to your own Drive!) or the **PowerPoint** link on the website, you (and a partner if you’d like!) will make five financial decisions for your VR business.

**Be careful to follow the instructions in the template**, and *only type in the yellow boxes as instructed.* If you do not follow these instructions, it may break the template (you will see an ‘ERROR’ or ‘#VALUE’ message) and you will need to start over.

You can see a summary of your results on the “Results and Questions” page! Make sure you finalize your decisions and that you have no ‘ERROR’ or ‘#VALUE’ messages.

Once you have completed all of your decisions, answer the four **big think questions** on the first page and the final question on the second page **by typing in the yellow boxes.**

**Learning Challenge Submission**

Your Learning Challenge will be evaluated based on **creativity, critical thinking, detail, and presentation.** Our Enspire Program team will review all of your submissions, and announce the **Learning Challenge Prize Winners** within a few weeks!

BC SCHOOLS

Once you have completed your project, please **email** your template as a **PPT** or **PDF** to your teacher using this file name convention: “*Teacher Name\_Student Name(s)\_WKSP2*”

ON SCHOOLS

Once you have completed your project, please submit it to the Enspire Team using this [**Google Form**](https://forms.gle/PbrfzagA8a6vfqHn9). Please ensure that your Google Slides is set to “*anyone with this link can view*.”