



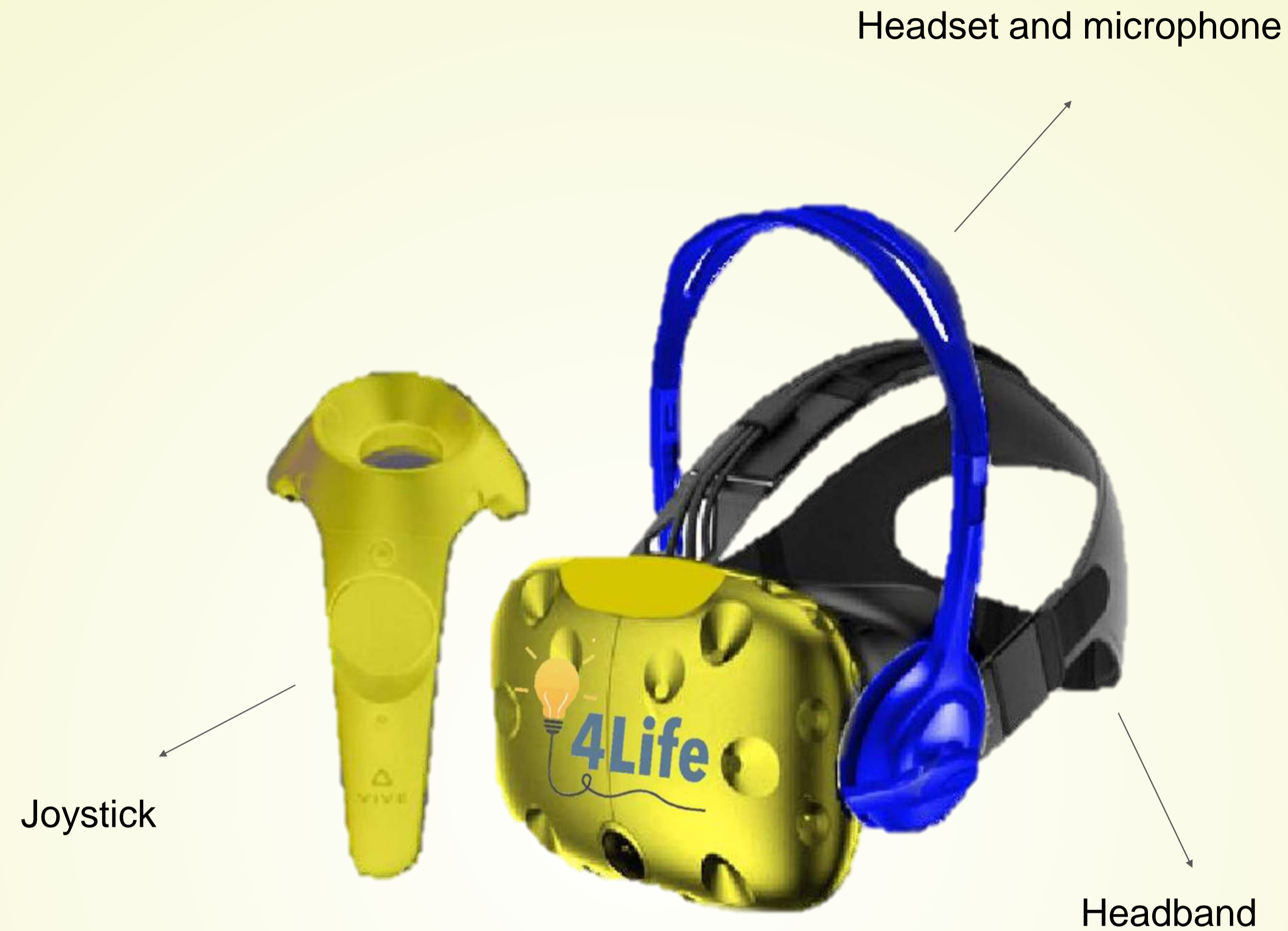
Threze

Mission:

Our mission is to develop a product to help students determine their scholarly interests.

Vision:

Our company vision is to establish a dynamic work environment that allows our employees to be productive as they create high-quality products that meets our customers' expectations.



Why?

We are creating a virtual reality (VR) device targeting high school students. This device will give them an idea about the major they want to study by showing them what will the students go through during university and the difficulties they might face.

How?

Threze is an experience that uses the Virtual Reality (VR) device. the user in the game becomes an Aggie for a brief period and some tasks and assignment will be performed by the user. In addition, the user can select the four major available at Texas A&M University at Qatar

Data:

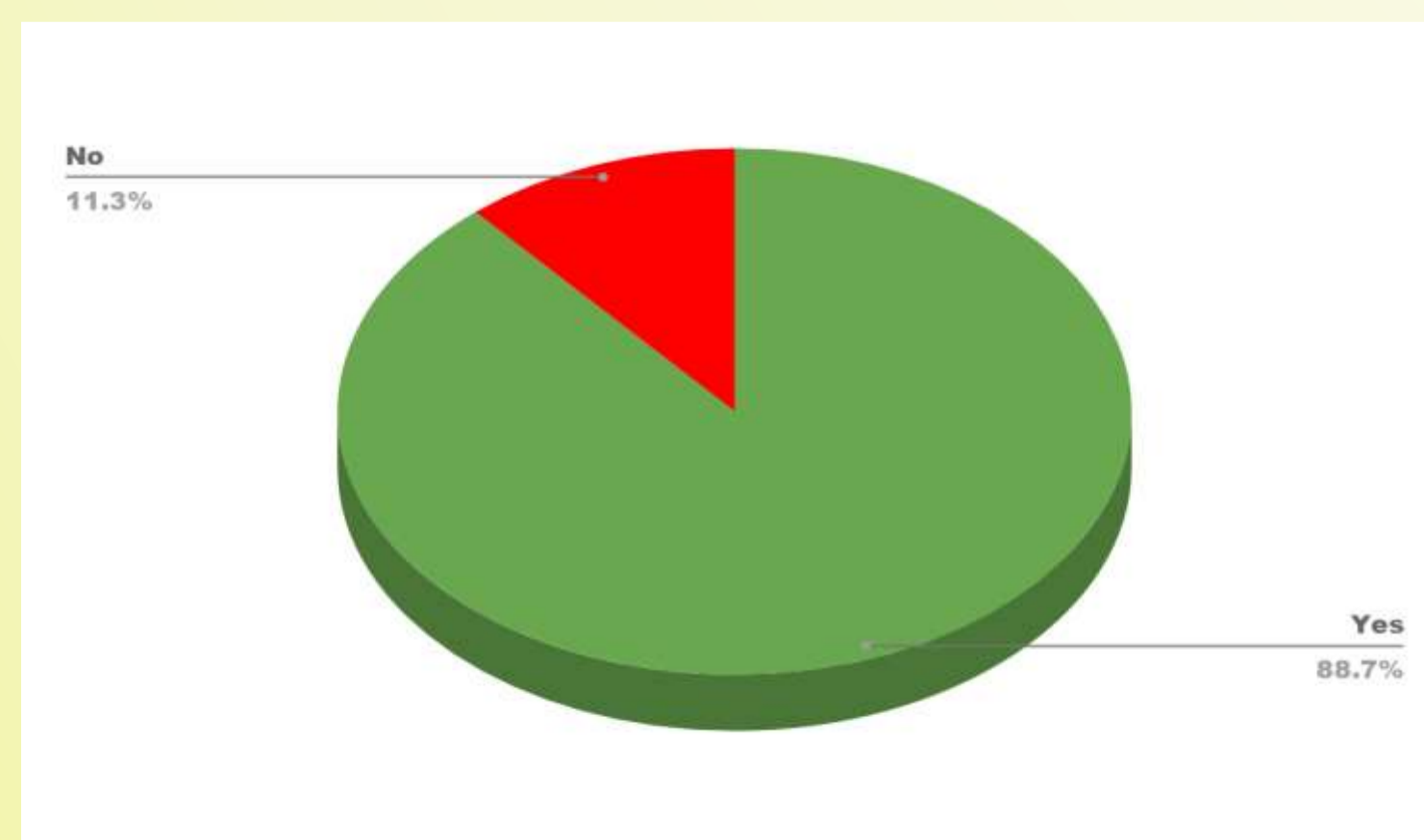
89% of high school seniors are interested in our device.

86% of Texas A&M University at Qatar students wished to have had the chance in trying the device before enrolling.

Half of both university and high school students are willing to pay more than 700QR for the device.

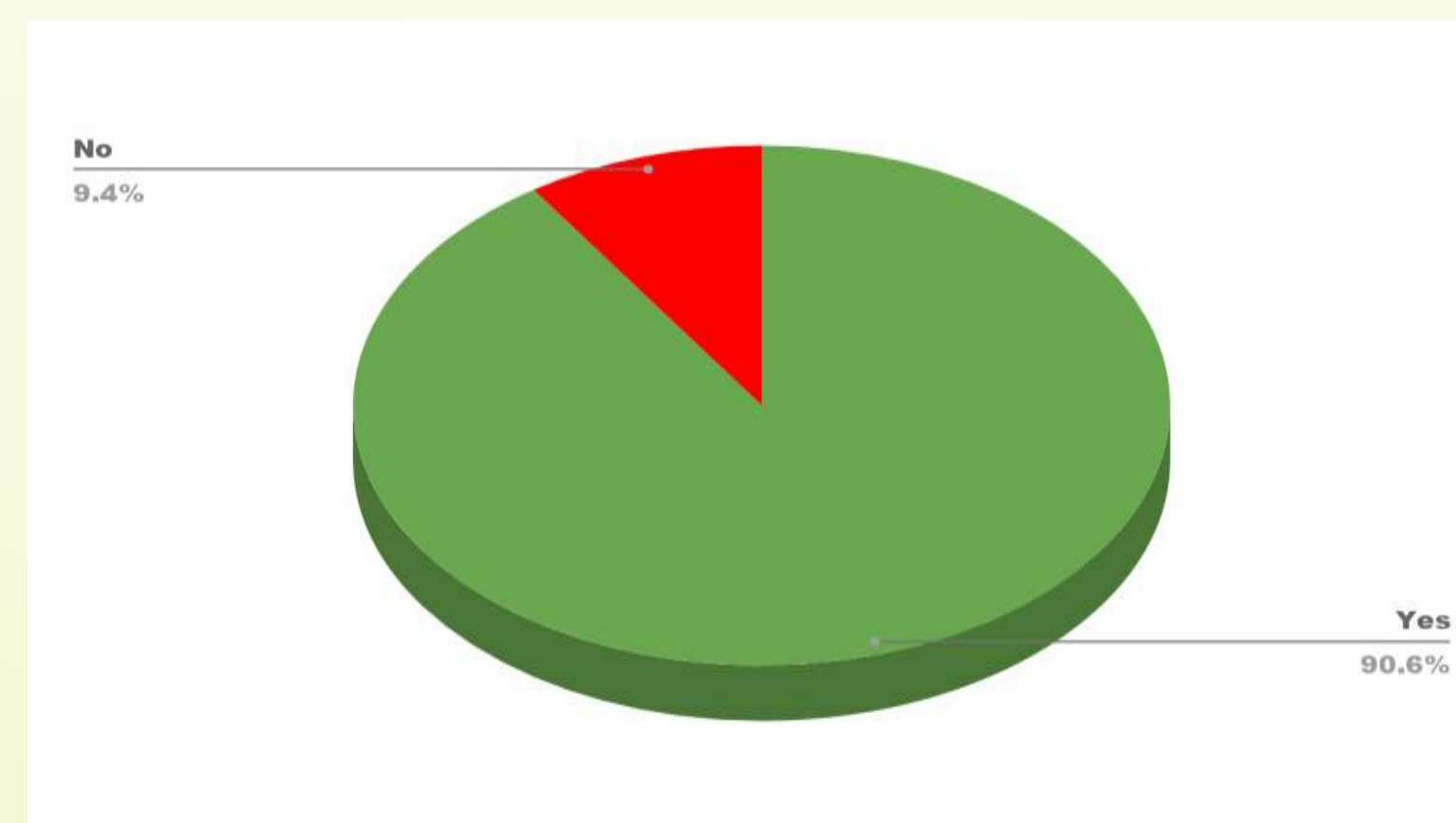
High school students

Would you be interested in trying this device?



University students

If you had the chance in experiencing this device before enrolling, will you do so?



All Students

How much are you willing to pay for this device?

