

## **Essay.**

### ***Virtual reality quest: The main battles of the Great Patriotic War.***

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Hello ladies and gentlemen. My name is Azim. I am going to talk about the economic part of our WWII quest.

From the economic point of view, our product is very profitable for our country. After all, we live in the country that is the heiress to the USSR. So, you should pay attention to this interesting idea. I analyzed the market of application developers and the work of various companies that provide similar quest services. Then I developed a pricing policy that is based on the already formed companies. The development of the quest world and the deployment of an advertising company in itself will take about 2 years, but after this time, this idea will most likely come true. In my opinion, this product has practically no weaknesses, because everyone who wants to plunge into history will be able to do it by using our application. The only problem is VR glasses, which may not be for everyone. Based on the PEST analysis, it should be noted that the main goal of our product is to make people who are slowly forgetting our country's contribution to this terrible war remember the past and get closer to the culture of our country.

So, that's all I wanted to say. Thanks for your attention.