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<p>Introduction</p> <p>Fractals</p> <p>Virtual Reality</p> <p>Geometrical Art</p> <p>Math</p> <p>Pop modernism</p> <p>Infinity</p>	<p>Literature Review</p> <p>Chapter 1</p> <p>Fractals in Mathematics</p> <p>Sgn distance functions</p> <p>Abstrax</p> <p>Apollon</p> <p>Authenticity</p> <p>Cultural Change</p>	<p>Discussion</p> <p>Chapter 2</p> <p>Li review 2</p> <p>metaverse vr</p> <p>Aesthetics in environment</p> <p>change in environment industry</p>	<p>Chapter 3</p> <p>Education and VR</p> <p>securing change</p> <p>Polynesian Parkison</p> <p>Museum</p> <p>Cultural change</p>	<p>Finding of Results</p> <p>Fractals in VR</p> <p>Virtual reality in education</p> <p>works well</p> <p>can teach things in new ways</p> <p>people learned</p> <p>explore in ways using hand interaction tracking</p> <p>Autx</p> <p>Cultural change</p> <p>Immersive web</p>	<p>Case Study</p> <p>Hyperbolic</p> <p>non euclidean</p> <p>Use of space</p> <p>math and geometry using in space for environment creation</p> <p>Conway's game of Life</p> <p>generation of infinite code</p> <p>Art installations</p> <p>VRChat</p> <p>Museum of other Realities</p>	<p>Conclusion</p> <p>Yes, VR successfully can use gamification to teach</p> <p>VR can be used as education and art installation tool</p> <p>VR allows for ways to explore fractals that traditional desktop gaming does not</p>