

## **SP24.01: Incorporating Virtual Reality and Augmented Reality to Reduce Vaping among College Students**

### **Overview**

Vaping has dramatically increased in recent years among young adults. To increase risk perceptions and promote preventive behaviors against vaping, the researcher has created virtual reality (VR) and augmented reality (AR) campaigns. The present project aims to test and compare the effectiveness of VR and AR campaigns among NAU students.

### **What the student will DO and LEARN**

Interns will help recruit and manage research participants, facilitate experiments, as well as help participants use VR headsets and AR apps.

### **Additional benefits**

Research experience, authorship in conference papers and publications

### **Additional qualifications**

N/A

### **Time commitment**

6 hrs/week for 30 weeks