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**VR: Faces of Deaf Consumers**

**Learning Objectives:**

* Learners will analyze factors that contribute to the diversity of Deaf VR consumers.
* Learners will apply their knowledge of these factors to hypothetical Deaf VR consumer ASL samples.
* Learners will be able to discuss the communication needs of several Deaf and Hard-of-Hearing individuals who are representative of VR consumers.
* Learners will develop and complete a situational assessment checklist based on approaches discussed in this module. Using this checklist, learners will identify the possible implications and needed resources for a successful interaction.

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