

The development of VR technology for education, including enhancing ethics and character education, holds promise, but it also raises important ethical considerations. Developers must strive for diverse representation and avoid perpetuating stereotypes or promoting particular ideologies. Additionally, ethical guidelines should govern the content of VR scenarios used for character education, ensuring that they promote empathy, critical thinking, and responsible decision-making without causing psychological harm. Firstly, ensuring equitable access to VR education tools is crucial to avoid widening existing educational inequalities. Clear guidelines and regulations should govern the use and storage of this data