

EXPRESSION OF INTEREST
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The Inc. Program



**SUSTAINABLE
DEVELOPMENT
GOALS**

VR offers a unique opportunity to immerse students in the challenges and solutions associated with the SDGs, fostering a deep emotional connection and understanding



About the program

Our VR program, aligned with the UN SDGs, aims to reduce inequality across countries, promote gender equality, ensure justice, and foster decent work and economic growth. Using VR, we immerse students in global challenges, inspiring empathy and action. Additionally, we champion diversity in STEM, showcasing role models. Our goal is to educate and empower a generation of leaders and changemakers for a more equitable and innovative future.

Why Virtual Reality?

VR is a powerful medium for immersive storytelling and education. It has the potential to raise awareness and drive positive change by engaging users on a deep emotional and experiential level. By utilising VR technology, we aim to foster a deeper understanding of these global challenges and inspire action.

Project Objectives

Innovation: using immersive VR experiences to address the 17 Sustainable Development Goals (SDGs). This approach demonstrates a commitment to finding unique and engaging ways to raise awareness about global challenges and solutions. It underscores the potential of technology to drive positive change in critical areas.

Inspire Inclusivity and Empathy: Promote awareness of and empathy for underrepresented groups fostering a sense of urgency to create more inclusive environments. Through VR stories, we aim to inspire individuals to support diversity initiatives and champion underrepresented voices.

Driving positive change is STEM: ultimate objective of using VR to drive positive change in STEM fields. By inspiring individuals to engage with STEM subjects through immersive experiences, there is the potential to diversify and strengthen the STEM workforce

Broad Accessibility and Educational Impact: Ensure wide accessibility to these VR experiences, making them available to schools, organizations, and the general public. By aiming to inspire a sense of urgency in viewers through VR stories, the initiative encourages individuals to take action and become advocates for inclusivity, diversity, and sustainable development

Student Outcomes

This program equips students to champion SDGs and diversity, fostering global citizenship and a diverse, inclusive workforce.

1. **Global Awareness:** Students will deeply understand and advocate for the chosen SDGs—reducing inequality, promoting gender equality, fostering peace, justice, strong institutions, and enabling decent work and economic growth.
2. **Creative Proficiency:** Students will have the opportunity to flex their creative muscles by designing virtual environments, characters, and interactive elements that effectively convey challenges and solutions.
3. **Problem-Solving Skills:** VR experience involves overcoming technical challenges, which can enhance students' problem-solving skills related to VR development. , aligning with critical thinking to create immersive narratives for SDGs.
4. **Collaboration:** Collaborative VR projects is vital for addressing global challenges, requires effective communication and teamwork, helping students develop interpersonal skills that are crucial in real-world scenarios.
5. **Effective Presentations:** Students communicate the importance of SDGs and showcase their VR experience to peers, teachers, and potentially even a larger audience, honing their presentation and public speaking skills.
6. **Tech Proficiency:** Mastering VR tools prepares students for careers reliant on technology, bridging diversity gaps through implementing skills in STEM. Designing scenarios that highlight possible solutions, requires critical thinking to ensure the experience is both informative and engaging.

How the program works

3 x 2hr Introductory Sessions (1 day) - \$45 per student

Facilitated 2hr workshop whereby students will experience in VR, learn and then create a VR experience based on one of the 4 topics.

Includes:

- 60 students (20 students per session)
- x6 VR rental headsets for the day

or

2 day workshop - \$3, 600

Facilitated 2 full days, whereby students are immersed in global challenges, deeply understand and advocate for the chosen SDGs, creating VR experiences addressing these goals. The schedule will include:

- 4 groups of Students working in groups of 5 or 6 (max 24 students in total plus 2 teachers)
- Each with specific job role to complete a proposed solution by conveying challenges inclusively and innovatively through VR technology.
- x4 VRCreate software access for 3 months
- x6 rental headsets for the day