

# VR Climate Change

## A Virtual Reality Game to improve Environmental Literacy

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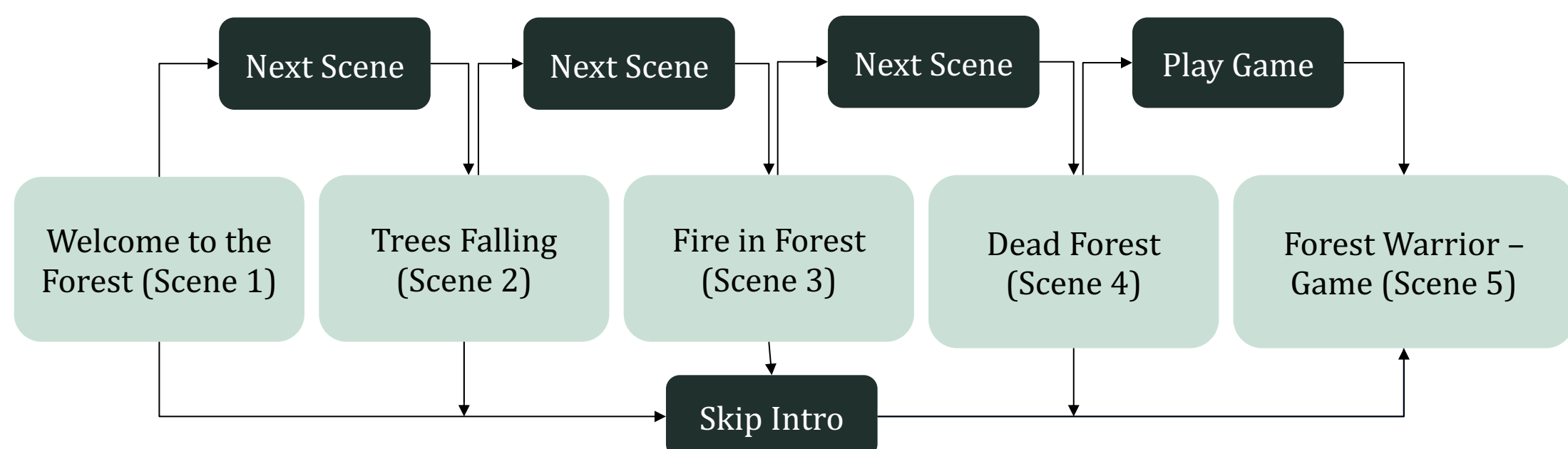
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### Project Objectives:

Climate change is a prominent issue of the 21st century and various sectors have been contributing to help battle this global problem. The education system plays its part by attempting to educate students regarding these issues. Although these efforts seem to educate an individual on climate change and its adversities, they fail to inspire and motivate eco-friendly behaviour. This is the gap that this work targets to bridge. Thus, the application developed will strive to achieve the following goals:

1. Educate users on why deforestation happens
2. Demonstrate deforestation and its consequences
3. Use a game like feature to inspire users to reduce their usage of paper

### Forest Warrior – A VR Application



The application consists of 2 sections; the storytelling framework and the game. The first 4 scenes, Welcome to the Forest, Trees falling, Fire in the Forest, and Dead Forest are part of the storytelling framework where users are immersed into the process of deforestation and watch the forest transforming from its beauty to its devastated form. The last part of the application involves users slashing paper. The action of slashing paper subconsciously evokes awareness about the abundant and mostly unnecessary use of paper. As the papers get slashed, the forest gets restored. The immediate change in the accentuates the importance of cutting down the usage of paper. Click this [link](#) to view the Demo.

### Forest Warrior – The Developed Prototype

