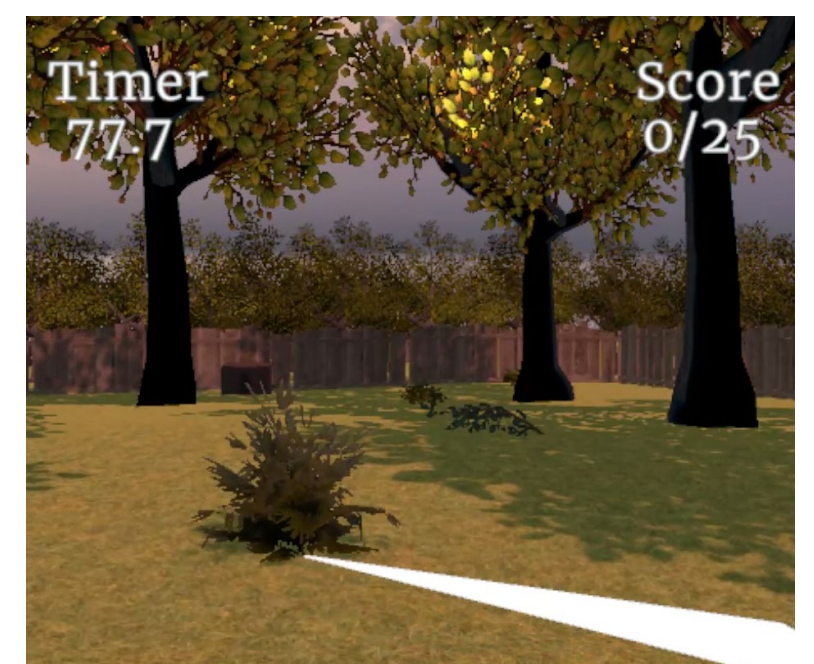
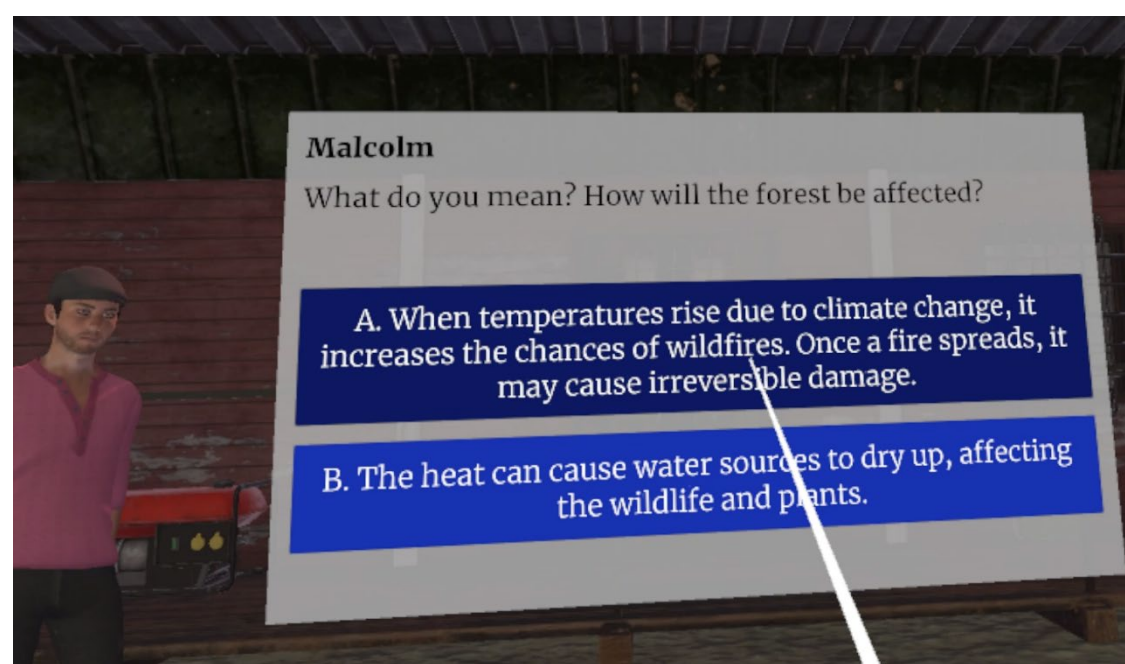


Climate Change VR

A Virtual Reality Game on Forest Fires

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Project Objectives:

There is a lack of personal connection between users and climate change in existing VR applications. Thus, to help users establish a stronger connection with climate change, game mechanics will be added, and users are made actors in helping to reduce the extent of the impact of climate change on the environment. This is done through minigames and tasks in the VR application, Saving Silva.

There are 3 phases in the VR application:

1. Introduction – Introduction to The Silva Forest & The State of The Silva Forest

The Introduction phase allows players to understand the setting of the game fully before they move onto the minigames. The players can also better understand how climate change contributes to forest fires.

2. Interaction – Walk in the forest, [Minigame] Extinguish the Campfires, [Minigame] Persuade the Residents & [Minigame] Clear the Fuels

The Interaction phase allows players to interact with the environment through minigames and tasks. Players can immerse themselves in the scenic forest, while doing their best to alleviate the severity of the forest fire.

3. Conclusion – What happened to the Silva Forest? & Back to the present

The Conclusion phase summarises players' attempts at the minigames, and also shows players the effect of their actions in saving the forest. There are also suggestions on what players can do beyond this VR application, in their daily lives, to fight against climate change.