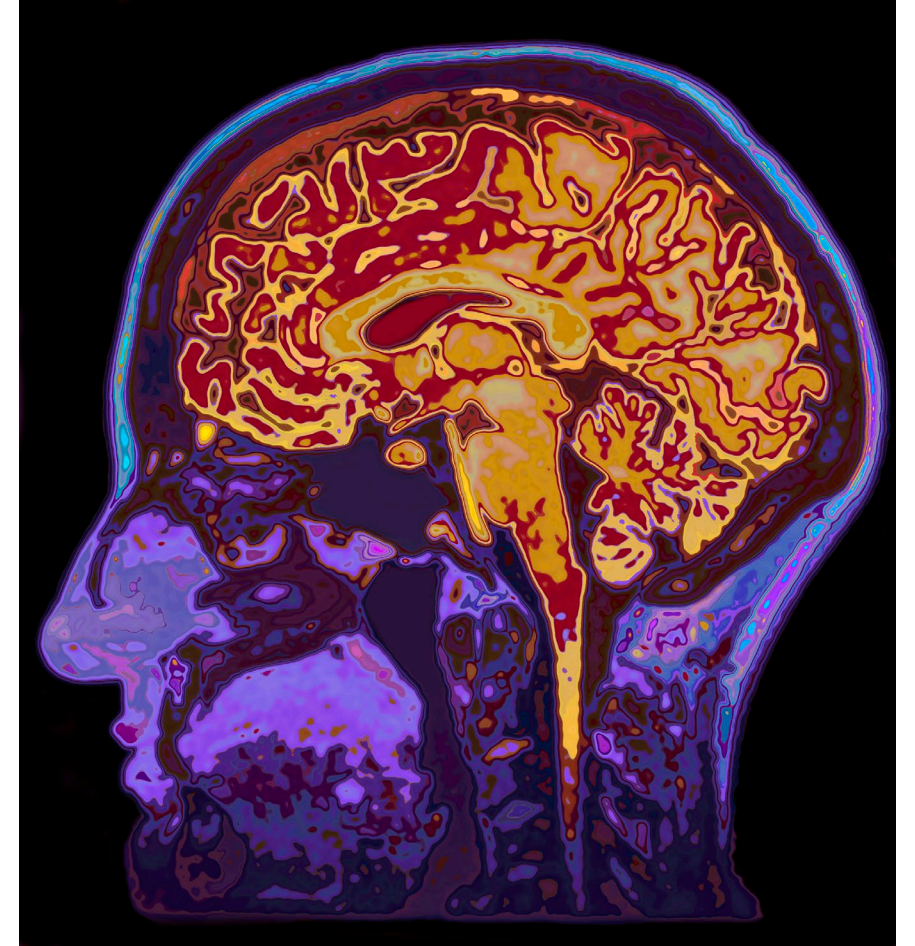




# VIRTUAL REALITY – AN OPPORTUNITY FOR PARTICIPATORY EVALUATION

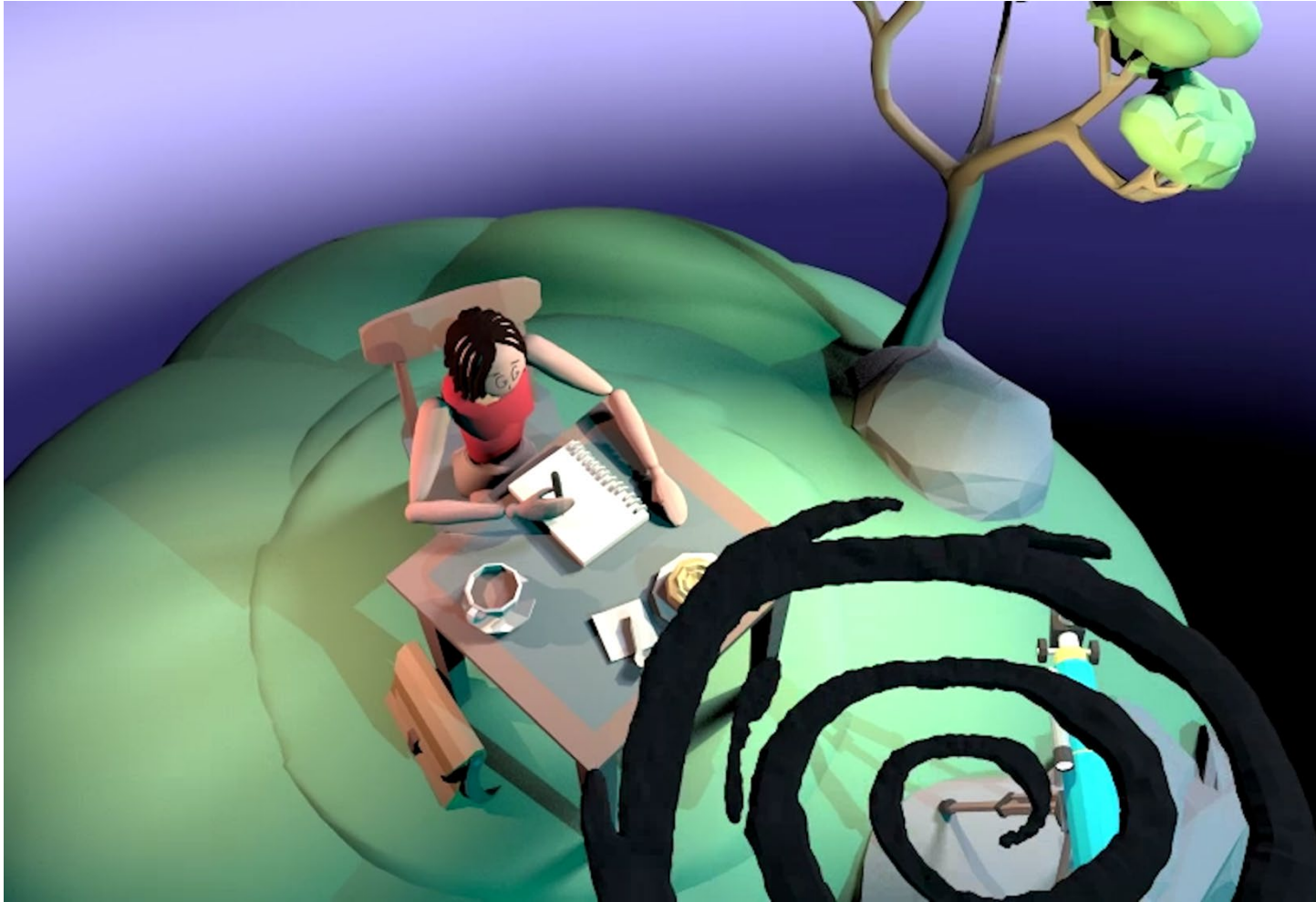
IGNITE SESSION – DR. SAMANTHA ABBATO, AES-22











## Participatory film – Research & Education

*Technology*

*Social media*

## Participatory film – Evaluation



1980

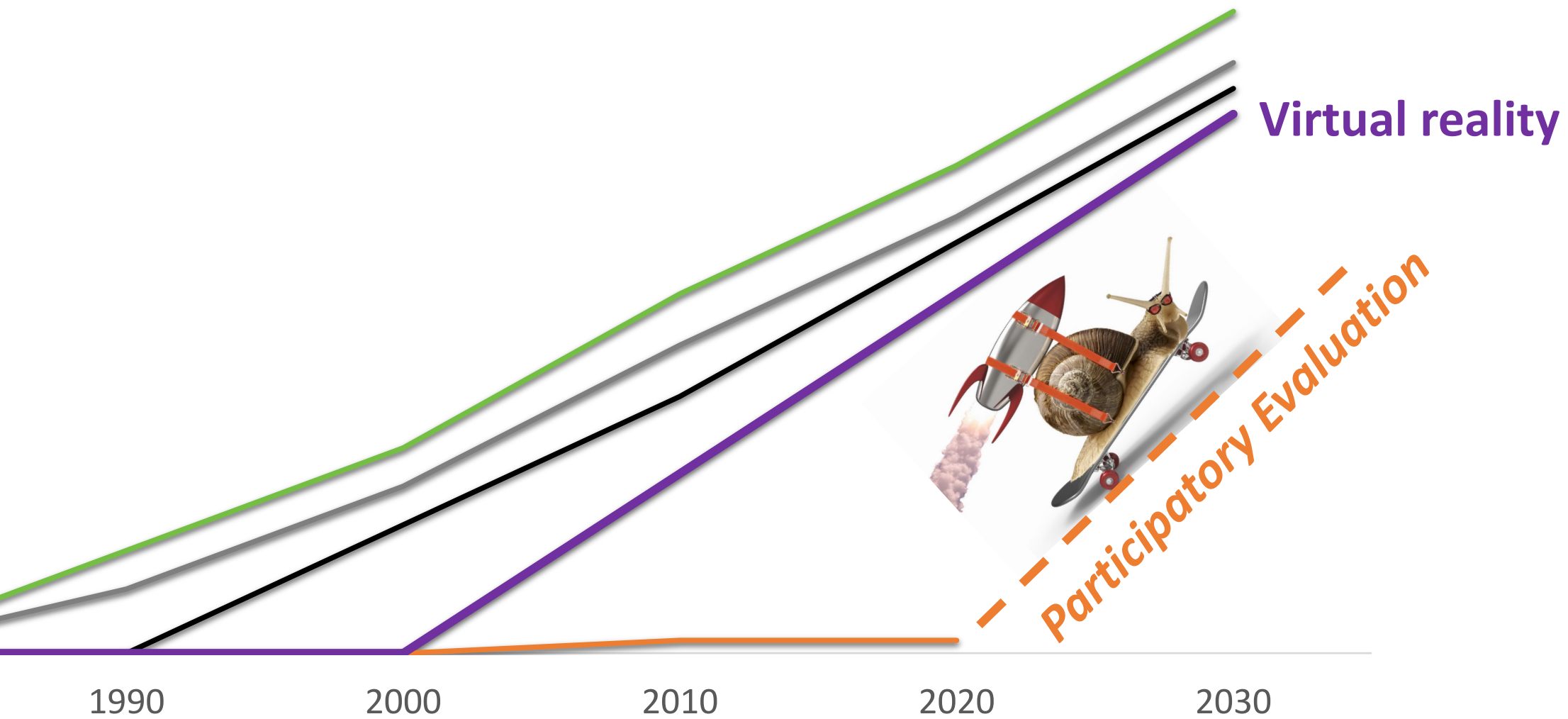
1990

2000

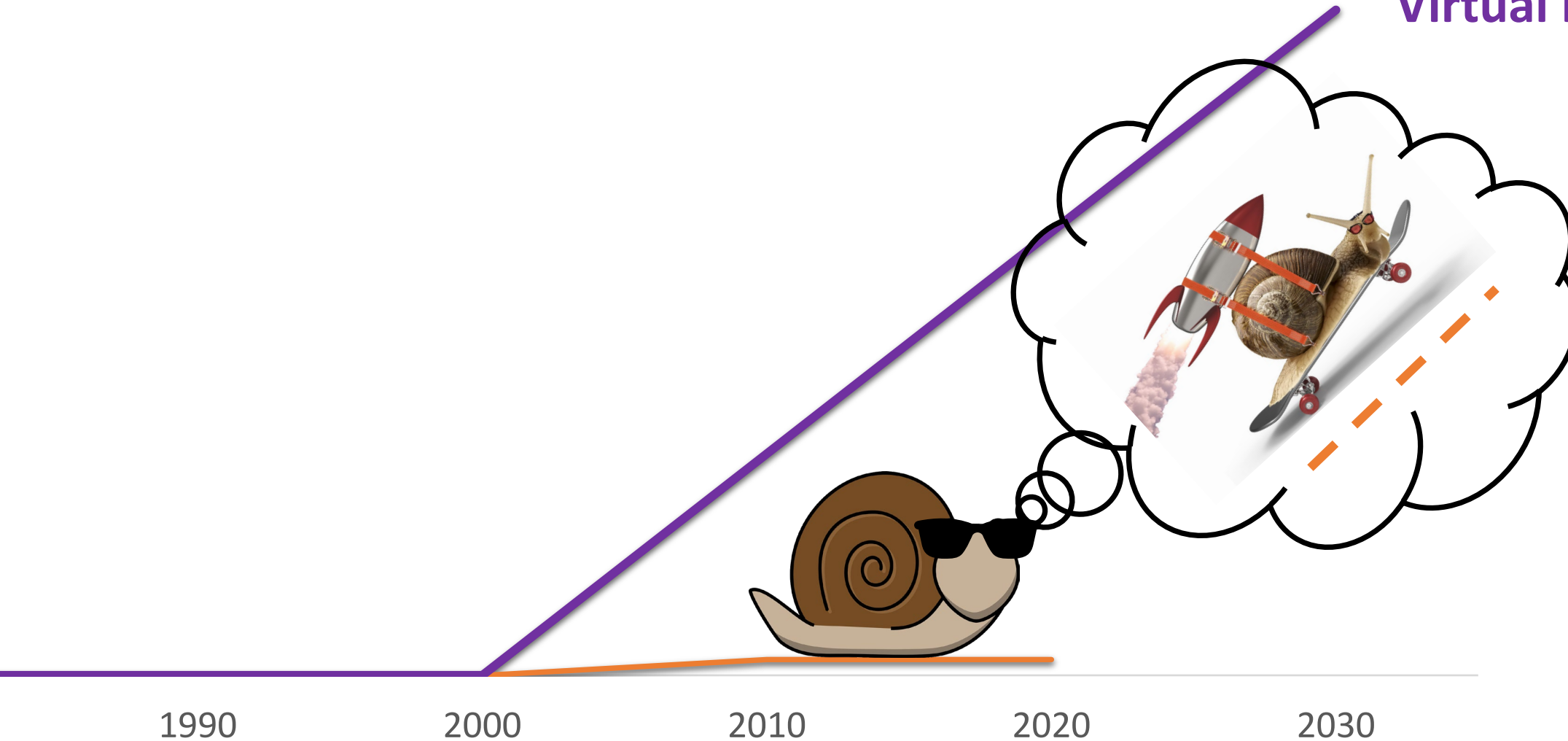
2010

2020

2030

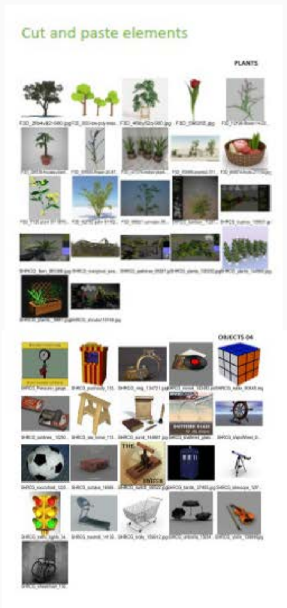


Virtual reality

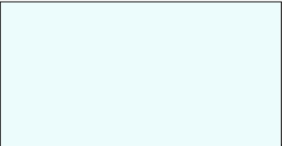




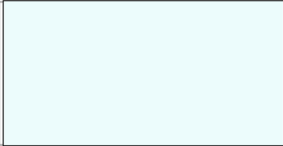
# STORYBOARD



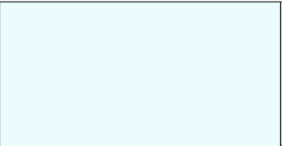
## STORY 1 - ACTUAL



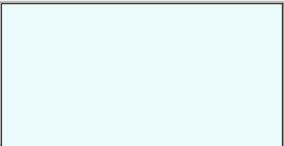
Caption



Caption



Caption



Caption

## STORY 2 - IMAGINED



Caption



Caption



Caption



Caption

## STORY 3 - PROGRESS



Caption



Caption



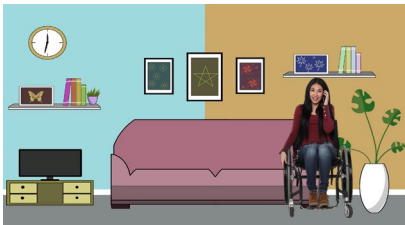
Caption



Caption



STORY 1 - ACTUAL



Caption



Caption

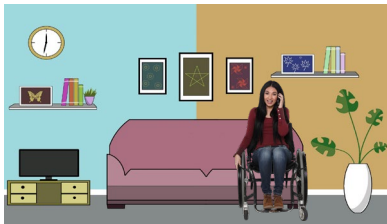


Caption



Caption

STORY 2 - IMAGINED



Caption



Caption



Caption



Caption

STORY 3 - PROGRESS



Caption



Caption



Caption



Caption

1

2

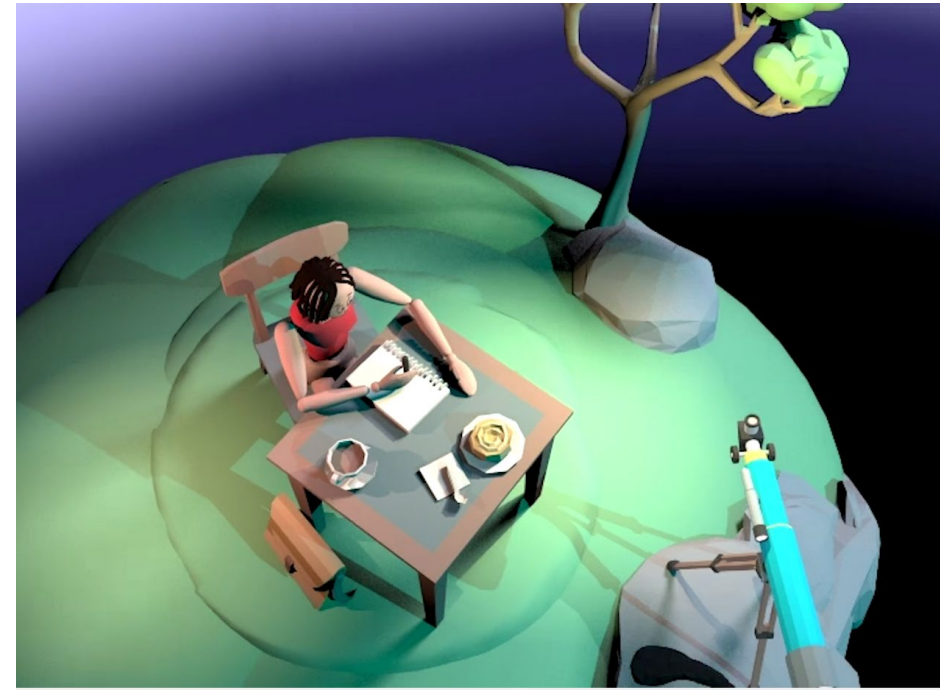
3



**EMPOWERS**



**COMMUNICATES**



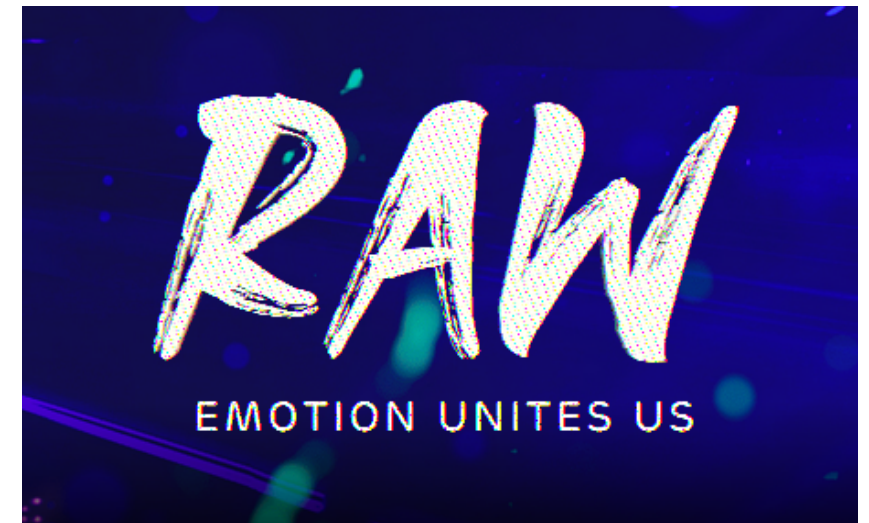
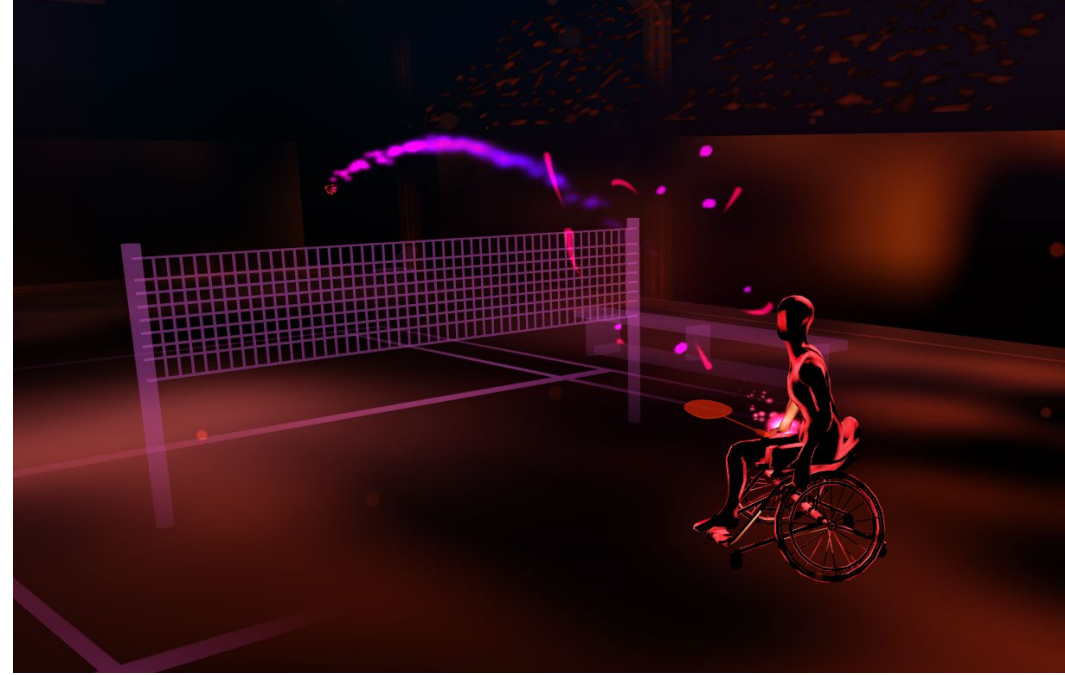
**PARTICIPANT DRIVES IT**



1

**EMPOWERS PARTICIPANT**





<https://raw-emotions.phoria.com.au/>





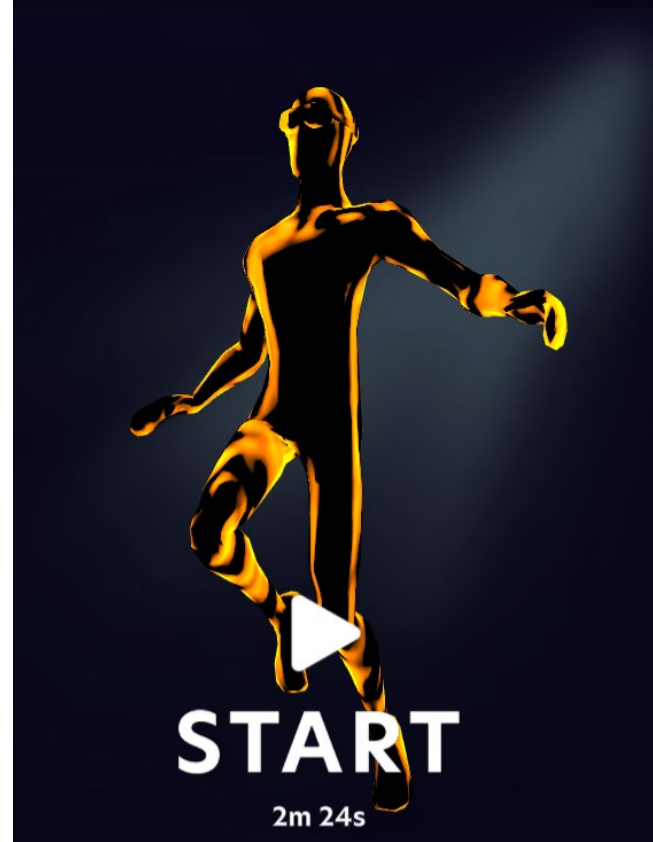
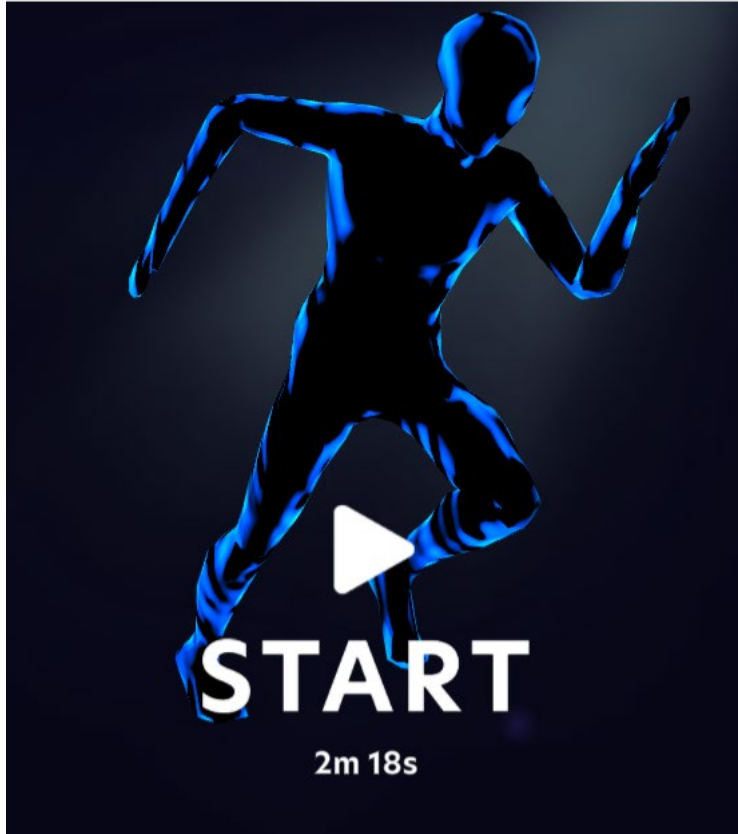


2



**POWERFULLY COMMUNICATES**





TRUST

COURAGE

LOVE

LONELINESS

POWER



Passenger's  
seat

Driver's seat



3



**THE PARTICIPANT DRIVES**







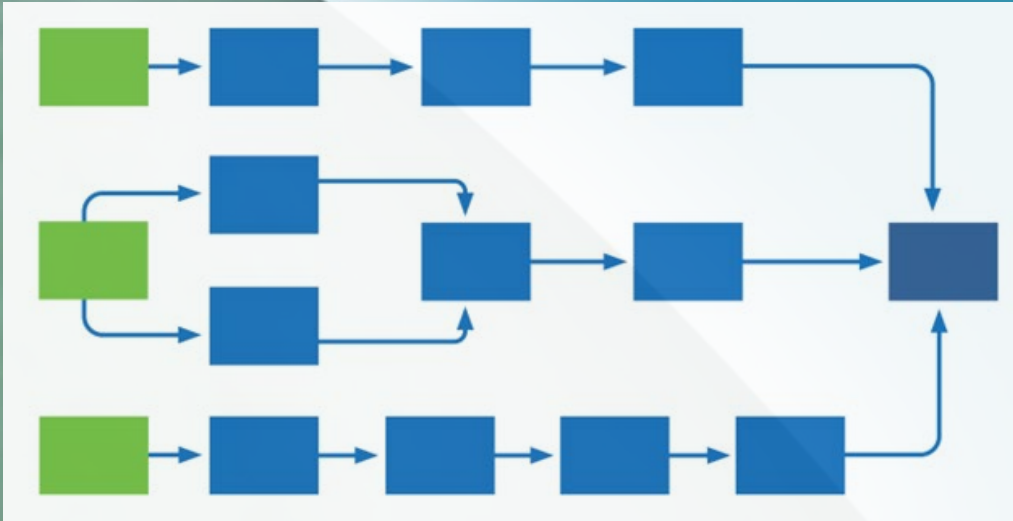
ACTIVITIES



EXTERNAL FACTORS



OUTCOMES



SAM.ABBATO@VISUALINSIGHTS.COM.AU