Content: Quality of Experience or Reach?
Vivid Memories of Tule Lake Internment Camp

A survivor of a maximum-security Japanese
NY Times Daily 360: Short films across all genres

Confrontations between supporters and protesters occurred throughout the day.

Treating patients in a country where there are virtually no drugs.
SINJAR: DESTROYED BY ISIS

THE FIGHT AGAINST ISIS

UKRAINE’S NO MAN’S LAND

NIMRUD’S RICHES

Foreign Reporting in 360/VR
SEEKING PLUTO’S FRIGID HEART
ALZHEIMER’S DISEASE: EXPLORING THE BRAIN
VR at 2017 Venice Film Festival
VR Island
VR Theatre/Stand-ups/Installations
The Last Goodbye (20’)
(Gabo Arora/Ari Palitz)

• Holocaust survivor Pinchas Gutter returns for the last time to Majdank were his mother and sister were killed.

• Room scale experience

• Amazing volumetric video
Dispatch (4 x 6’ series)  
(Here Be Dragons)

- Compelling series about police dispatcher’s telephone calls
- Great story/script/strong acting (radio drama like soundtrack)
- Mesh like graphics with occasional glimpses of detail.  
  Very emotive. Let me concentrate on the words.
Greenland Melting (Emblematic/Frontline)

- Amazing use of technology (and merged beautifully)
- Brilliant for visualisation of thermal currents when you stick your head under the sea (geography digrams come to life)
- People seem a bit weird
- In some ways it’s quite a conventional doc – would I really put a headset on?
- How much could be achieved on high-end mobile?
Beautiful animation examples

- Melita (24’)
- The Dream Collector
- Free Whale
Rebel Queen (15’)
(Richard Mills/Kim-Leigh Pontin, SKY)

- Imaginative and fun interaction within a strong story (techniques include using a magnifying glass to see the restored city and using chisel to cut through the wall.

- Dancing!

- How much could be achieved on high-end mobile?
Miyubi (Felix & Paul/Funny or Die)

- 40 mins went fast
- Effective touches of interactivity
- You are part of the story
- Amazing photography (I felt I could touch the children)
WHY VR?
EASTER RISING: Voice of a Rebel

HOME
IMMERSIVE SPACEWALK EXPERIENCE

WE WAIT
WHY VR?

IMPROVING LEARNING OUTCOMES

CHANGING ATTITUDES AND BEHAVIOURS

EMOTIONS

MEMORABILITY

SUPER CHARGED EMOTIONS

ENGENDERING EMPATHY

WHY VR?
WHY VR?

IMPACT
Thank you

@zillahwatson
zillah.watson@bbc.co.uk

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www.bbc.co.uk/blogs/internet/ (VR audience research)