

Making the Invisible, Visible: Immersive VR and Fostering Environmental Awareness in the Global Oil Industry

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Imagine...

















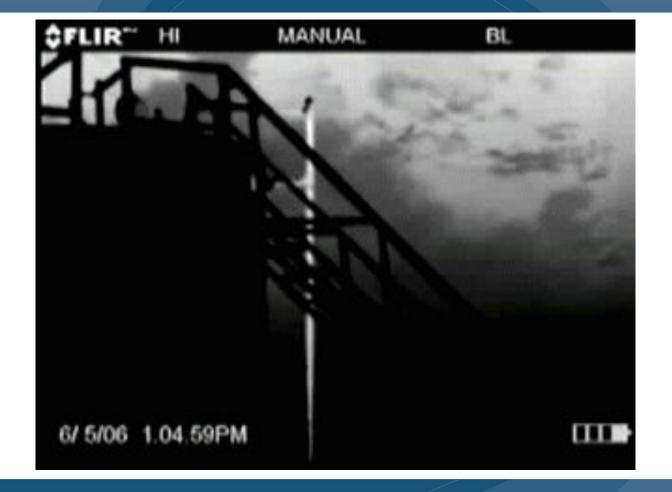










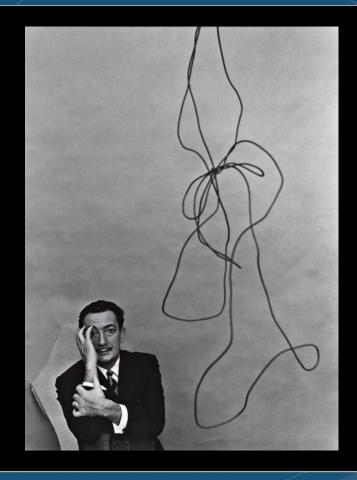




























An Environmental Non-Profit Surrounded by this...







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THE LARGEST GLOBAL GAS CONFERENCE





600 SPEAKERS



UNRIVALED NETWORKING



12,000+ ATTENDEES



ENTIRE GAS VALUE CHAIN



600 ORGANIZATIONS



CASE STUDIES, TOOLS, MODELS & STRATEGIES



100 COUNTRIES



40,000 m²



100+ SESSIONS



350 EXHIBITORS



VR Makes Understanding Methane Easier





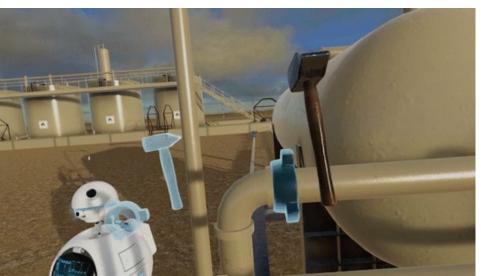


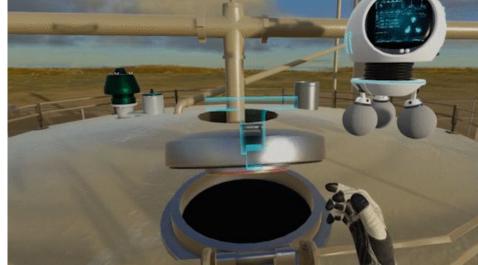






Simple Solutions - Big environmental gains





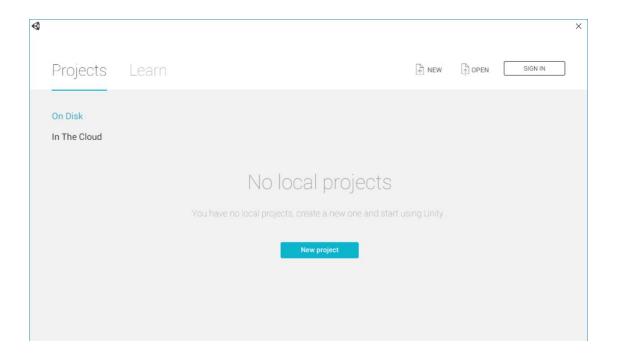








Where did we start?



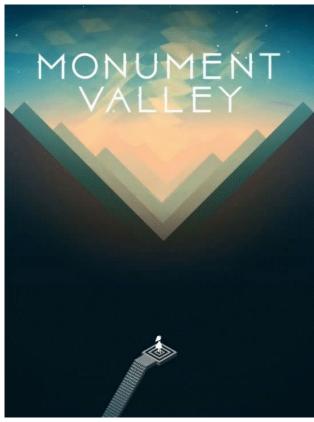




Inspirations









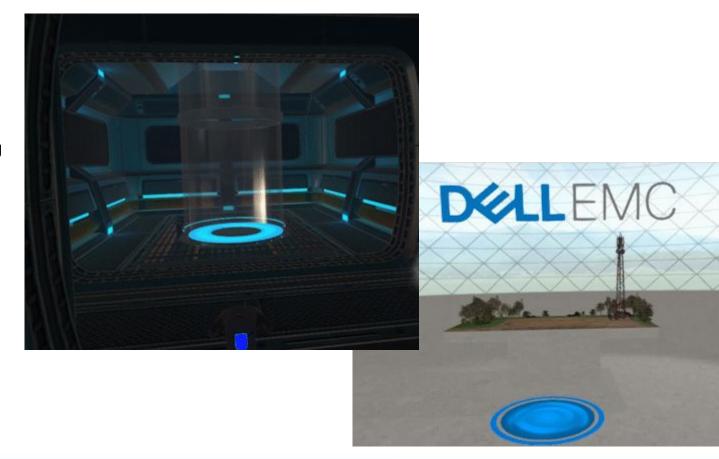


First interaction of the experience

Point and click at the glowing blue circles.

Encourages and teaches our simple teleport locomotion.

No other choice. No wrong answer.

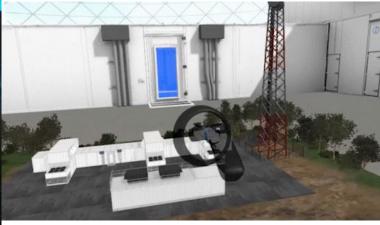






Teaching the user to "point and click" at glowing blue objects







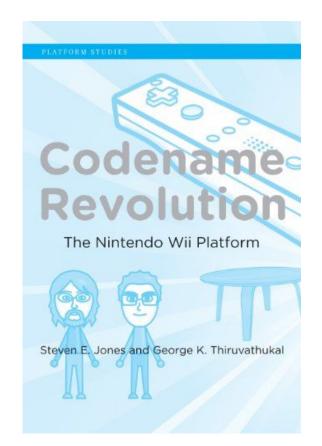
Inspirations

The Wii was user friendly for a "non-gamer" audience so we look to it as a main inspiration.

We're "trigger-first" in our interactions.

Point and Click and encourages motion and quick satisfying interaction.







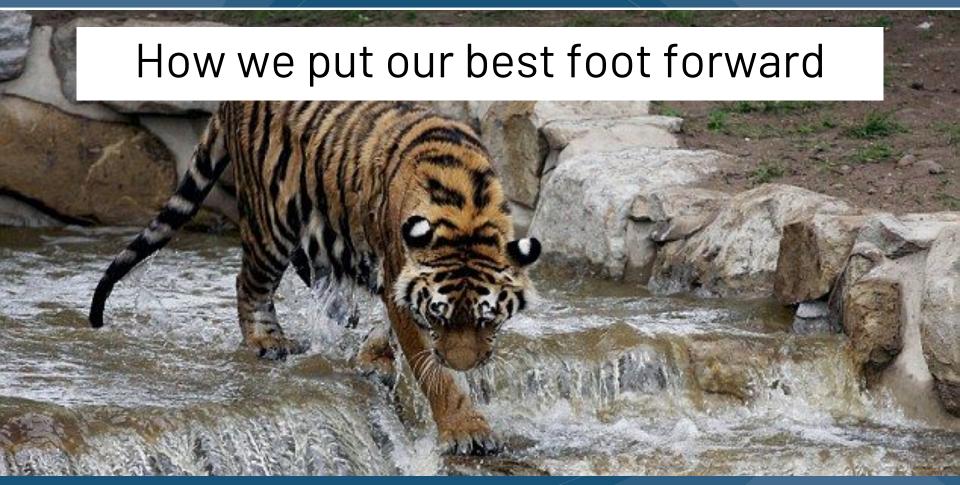




GETTING THE CLIENT A HEADSET EARLY IN THE PROCESS











Technical Accuracy

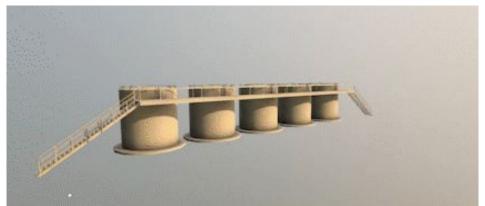






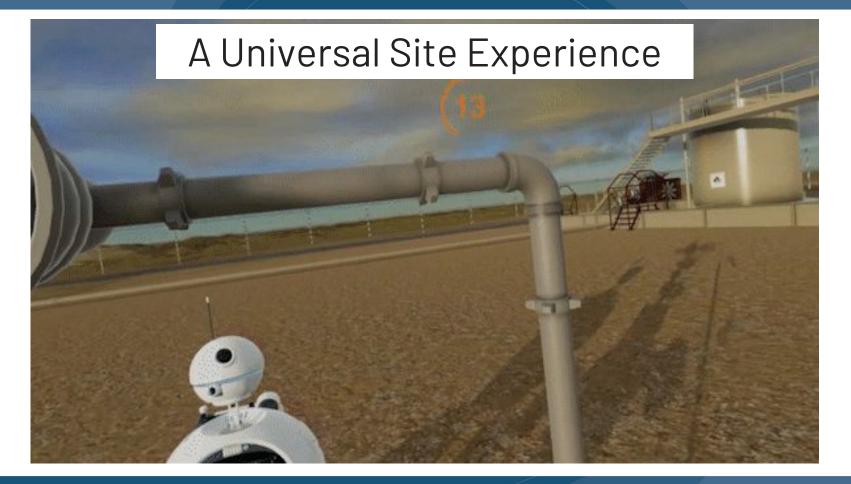


Technical Accuracy





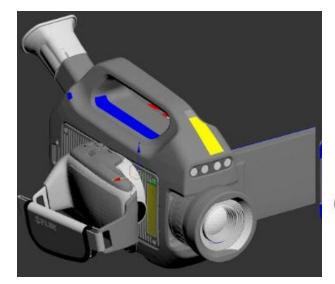








Familiar & Credible

















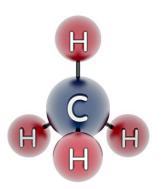
DEVELOPMENT OF BELLA BOT

VR can be very isolating for a new user, so Bella was created to be a companion and helpful guide throughout the experience.

Disarm our wary audience.

Bella Bot was modeled after a methane molecule as a subtle reinforcement.







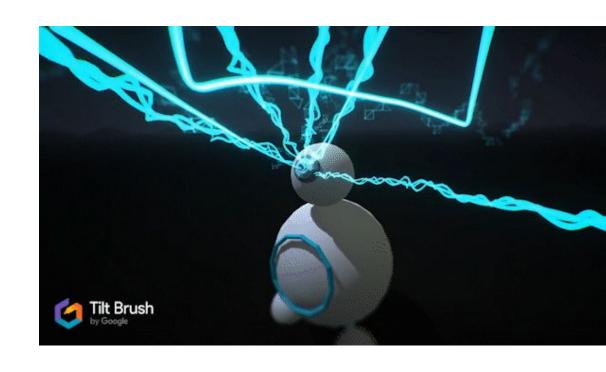






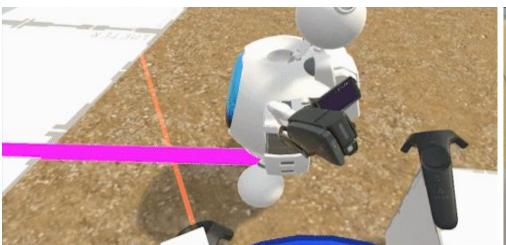


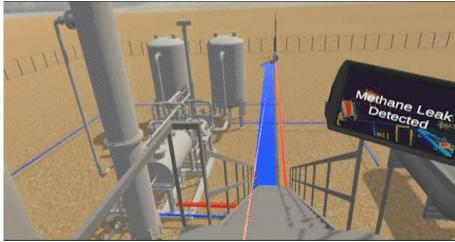
- Brought EDF into VR early in the process.
- In person VR reviews and creative sessions.
- Tilt Brush for prototyping.





Rough Cut vs. Grey Box









Make it a Ch4llenge

We gamified the experience, users have 3.5 minutes to find 6 leaks.

Only three people the whole conference found all 6.

Brought in people who wouldn't have normally tried it.

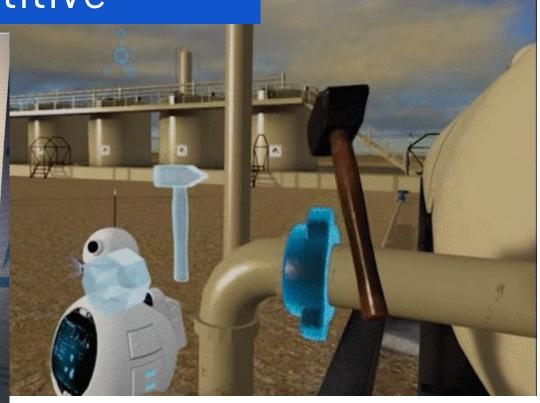




Make it competitive

Huge props to @EnvDefenseFund for coming to a major industry conference & investing in a first-rate VR exhibit to promote awareness of the costs of methane leaks & low-cost opportunities to fix. (I found 4 of the 6 leaks, which I'm told ties me w @AmyAHarder)









QUESTIONS

ESPONSES

35

Post-Experience Survey

Description (optional)

How was your overall experience?

Long answer text

What was the most memorable part of the experience?

Long answer text

Were there any points that were confusing?

Long answer text

Were there any points in the experience that were frustrating?

Long answer tex





Iterations of user experience

Originally gave the user much more control but it was a hindrance to the experience.

Too Frustrating for a new user.

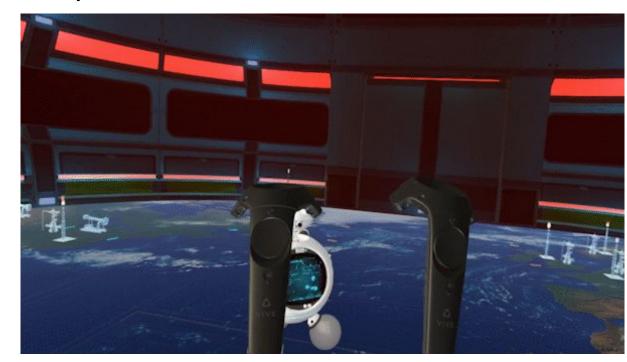




Iterations of user experience

We landed on changing the users controller to the tool of choice for the particular storytelling beat as we went through.

Remove tutorials where possible.





SO WHAT **HAPPENED** WHEN WE LAUNCHED?

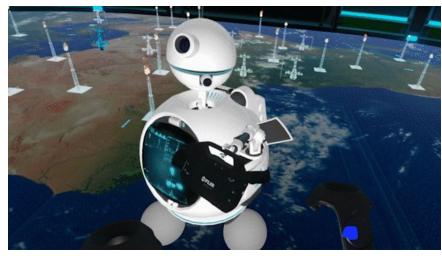


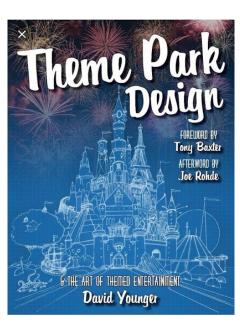




Learnings from WGC







Throughput / Wait

Pre-Show Video

Theme Park Design





Inspiring change in the oil and gas industry

Industry

Media

Policymakers

Regulators



17 - 20 SEPT 2018 BARCELONA, SPAIN







Where is it going next?









Any Questions?



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