Nature Commission — Nature Matters

La Société — For nature, history and science in Guernsey

Alderney Wildlife Trust

BLUE MARINE FOUNDATION

VIRTUAL REALITY PROJECT



IMMERSIVE EXPERIENCES. REAL IMPACT

Our Virtual Reality Project uses immersive technology to educate the public about the Bailiwick's wildlife, habitats and natural environment, while giving people the opportunity to experience places they may not otherwise be able to access.

Through VR, users can explore immersive natural environments and develop a greater understanding and appreciation of the natural world. The project is particularly focused on creating engaging and memorable learning experiences for students, encouraging curiosity, discussion and a stronger connection with nature.

Nature Opportunities for Businesses

As part of Nature Opportunities for Businesses, the VR experience can be offered to local businesses, providing an engaging way to showcase the Bailiwick's natural heritage and support sustainability awareness.

PRIMARY SCHOOL ENGAGEMENT

The VR experience will form part of the Nature Commission and La Société Guernesiaise schools programme, giving primary school children the opportunity to explore Bailiwick habitats from their classroom.

The programme will also support:

- After-school clubs activities
- Careers talks focused on environmental opportunities
- Conservation and advocacy workshops
- Curriculum-linked resources and classroom support
- Field trips and outdoor learning experiences
- Collaboration across the Bailiwick school network

KEY PRIORITIES

Not everyone has the same opportunity to experience nature. Barriers such as location, cost, transport, time or physical access can make some natural environments difficult to reach. particularly marine habitats, which have been the project's initial focus.

Through immersive habitat tours, VR showcases Bailiwick habitats, helping people explore local species, ecosystems and the pressures they face. This creates new opportunities to learn about and connect with nature, regardless of physical access.

The project aims to:

- Increase access to meaningful experiences of nature.
- Spark curiosity and encourage young people to explore the natural world.
- Support learning through memorable, immersive experiences.
- Help young people develop a stronger connection with the environment.

WHAT CAN PEOPLE EXPERIENCE

- **Kelp and algal forests**
- **Eelgrass beds**
- **Maerl beds**
- **Semi-pelagic envrionments**
- **Local wildlfie**





HABITAT TOUR OPTIONS

The VR habitat tours can be delivered in several formats,

Option 1: Multi-Habitat Tour (15 mins)
A guided journey through five marine habitats, showcasing the diversity of the Bailiwick's underwater environment, the species found within.

Option 2: Single-Habitat Tour (5 mins)
A focused experience exploring one habitat in greater detail, such as a kelp forest, reef, or eelgrass bed, allowing content to be tailored to specific themes or events.

Option 3: Free-Explore Experience
Immersive 360° habitat footage played on a continuous loop, allowing users to look around and experience the environment at their own pace.



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