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THE VIRTUAL EXPERIENCE: LEVERAGING NEW TECHNOLOGIES TO ENGAGE CITIZENS

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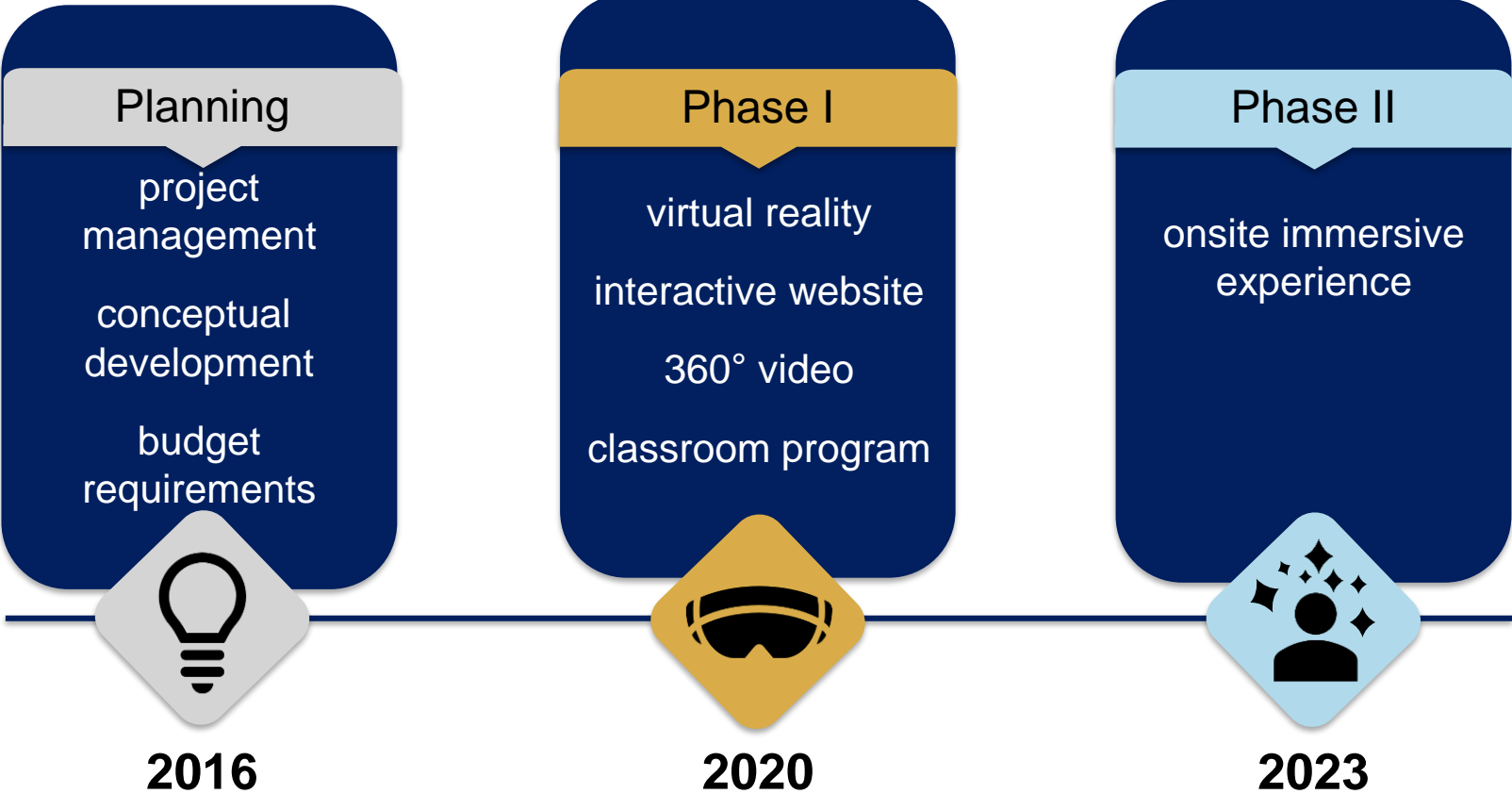
Preserving access to a historic landmark during its closure



innovation
engagement
technology



Project overview





Phase I: The Virtual Reality Experience

- Produced jointly with the National Film Board of Canada
- Winner of two prestigious Canadian media awards
- Available using a VR headset or online in 360° video





Phase I: The Online Experience

- Produced jointly with the National Film Board of Canada
- Offers an accessible alternative to the VR
- Innovative design offers an interactive online experience





Phase I: The Classroom Experience

- Geared to students in grades 8 to 12
- Available using a VR headset or online in 360° video
- Classroom kits with VR gear are shipped to schools across Canada





Phase 2: The Immersive Experience

- 45-minute attraction takes visitors on a 360° journey through the main Parliament building
- The experience includes an exhibit and an immersive show
- Free of charge, open 7 days a week





Phase II: The Immersive Experience



Virtual Experience: By the numbers

Virtual Experience



30,000 downloads / views
of the VR

115,000 views of the 360°
video

Classroom Experience



500+ students have
taken part in the VR
version

Immersive Experience



200,000 visitors – annual
projection



Virtual Experience: challenges

human resources

COVID-19 pandemic

technology

