

ARCTIC 2100

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1. OCEANOPOLIS - BREST

“Arctic 2100” is an original educational animation aimed at raising visitors’ awareness on issues related to the effects of climate change on marine ecosystems. This new technology using virtual reality headsets is attractive, dynamic and spectacular. It makes it possible to deliver more easily a complex scientific message. This foresight on climate change in 2100 is carried out in close collaboration with the Institute for Technological Research [b <> com](http://bcom.com), Green Hill Studio, Océanopolis and scientists whose skills are recognized worldwide. It offers an animation presenting as accurately as possible the state of the Arctic marine environment today, but also how it may be in 2100. By groups of four, equipped with virtual reality and audio headsets, visitors can discover the Arctic seabed during approximately ten minutes. 20 meters below the surface, divers travel in a hyper-realistic synthetic marine environment and interact freely with each other but also with the fauna and flora. The development of this application took almost two years. It was tested in Océanopolis, presented at the EUAC meeting in October 2017. We were also invited by the Ministry of Ecology to present the application at the French pavilion during the COP23 in Bonn, Germany. It was awarded in April 2018 at the biggest show of French Virtual Reality (Laval Virtual) among the eight most innovative animations.

The final version was operated at Océanopolis this summer 2018. About 4000 visitors tested and enjoyed the application.