## **Pollinator Park**





Step into a beautiful virtual reality and discover the ugly future we face without pollinators.

### Purpose & Overview

Anne Frank House VR recreates the Secret Annex, where Anne Frank and others hid during World War II. This immersive tour allows users to experience history firsthand.

#### PIX VR Framework Evaluation

Type of Interaction



- Hands-on pollination tasks and exploring a futuristic farm immerse users in learning.
- Activities like grocery shopping in a pollinator-deprived world connect concepts to real-life impact.



Aim of Learning

- Raise awareness about pollinator importance and ecological consequences of their decline.
- Inspire actionable environmental stewardship and personal responsibility.

Authenticity of Engagement



- Eco-futuristic design balances imaginative storytelling with accurate science.
- Real-world connections demonstrate the practical impacts of pollinator loss and encourage solutions.



Flow and Metacognition

- Immersive visuals and manageable challenges maintain focus and engagement.
- Encourages reflection on personal responsibility and critical thinking about sustainability.

# Strengths

- ✓ Emotionally engaging and visually stunning narrative.
- ✓ Combines entertainment with actionable environmental education.
- ✓ Highlights the importance of pollinators in ecosystems and food security.
- ✓Interactive elements make it suitable for various age groups

## **A**Limitations

- May require guidance to connect VR experience to real-world actions.
- Focuses primarily on pollination, limiting broader ecological lessons.
- Requires VR equipment compatible with the app.



## **Educational Applications**

- Science: Explore pollinator biology and ecological interdependence.
- Environmental Studies: Understand the impact of pollinator decline on food systems and biodiversity.
- Social Studies: Discuss human responsibility in environmental conservation.
- SEL: Build empathy for nature and foster environmental stewardship.



