

VR THE FUTURE

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VR THE FUTURE



CHALLENGES

Short attention spans
Digital-native generations
expect interactive experiences
Difficult topics often remain
abstract
Need for stronger engagement
and participation
Increasing demand for digital
competences

VS

NEEDS

Active learning
Real-life experiences
Emotional connection
Safe experimentation
Collaborative problem-solving



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GOALS

- Define learning methods
- Create educational scenarios
- Create personal connection between the movie and viewer
- Reflection
- Transfer to real life



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VR THE FUTURE

VR

- Fully immersive digital environment viewed through the headset
- User feels “present” inside the experience
- Interactive: users can look around, move and engage with objects
- VR the Future uses WebVR - runs directly in any browser, no install needed

360 VIDEO

- Filmed with special cameras capturing all directions at once
- Viewer can look in any direction
- Works on desktop, mobile or VR headset
- Put You inside real or staged situation
- Lower cost to produce than full VR



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ERASMUS+ EXPERIENCE

Movie tells the story of a young Lithuanian eager to step out of their comfort zone and explore new opportunities. Through Erasmus+, they join a youth exchange program in Spain, where they experience team-building activities, cultural exchange, and community engagement. Along the way, viewers can make choices that impact the character's journey, helping them earn "competence stars" that represent skills of YouthPass in areas like teamwork, leadership, digital literacy, etc.

Each decision teaches the viewer about the benefits of embracing new challenges, learning from diverse perspectives, and actively participating in their community.



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THE CHOICES WE MAKE

The main character, who feels a natural connection to “feminine” interests, faces bullying, isolation, and emotional distress at school, in the community, and even within the family. Through a series of increasingly painful experiences—from exclusion by classmates to outright hostility and lack of support from authority figures—the character reaches a breaking point. Presented with several life-altering choices, the protagonist confronts pathways that include moving to a new place, succumbing to despair, or self-destructive behaviors, ultimately highlighting the painful but critical importance of seeking understanding and support.



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ONLY ONCE

The movie follows the story of Alex, a talented 17-year-old student and athlete whose life takes a dark turn due to substance abuse. Initially, Alex and his best friend, Mark, enjoy a close friendship and a promising future filled with sports and academic success. However, when Alex starts experimenting with marijuana and, later, harder substances like cocaine, he spirals into addiction. The movie traces Alex's descent as he makes increasingly harmful choices, distancing himself from family and friends, until he reaches a crossroads where he must confront the consequences of his addiction. Ultimately, viewers must decide Alex's fate through interactive choices, each leading to different outcomes and reflecting the difficult choices that accompany addiction.



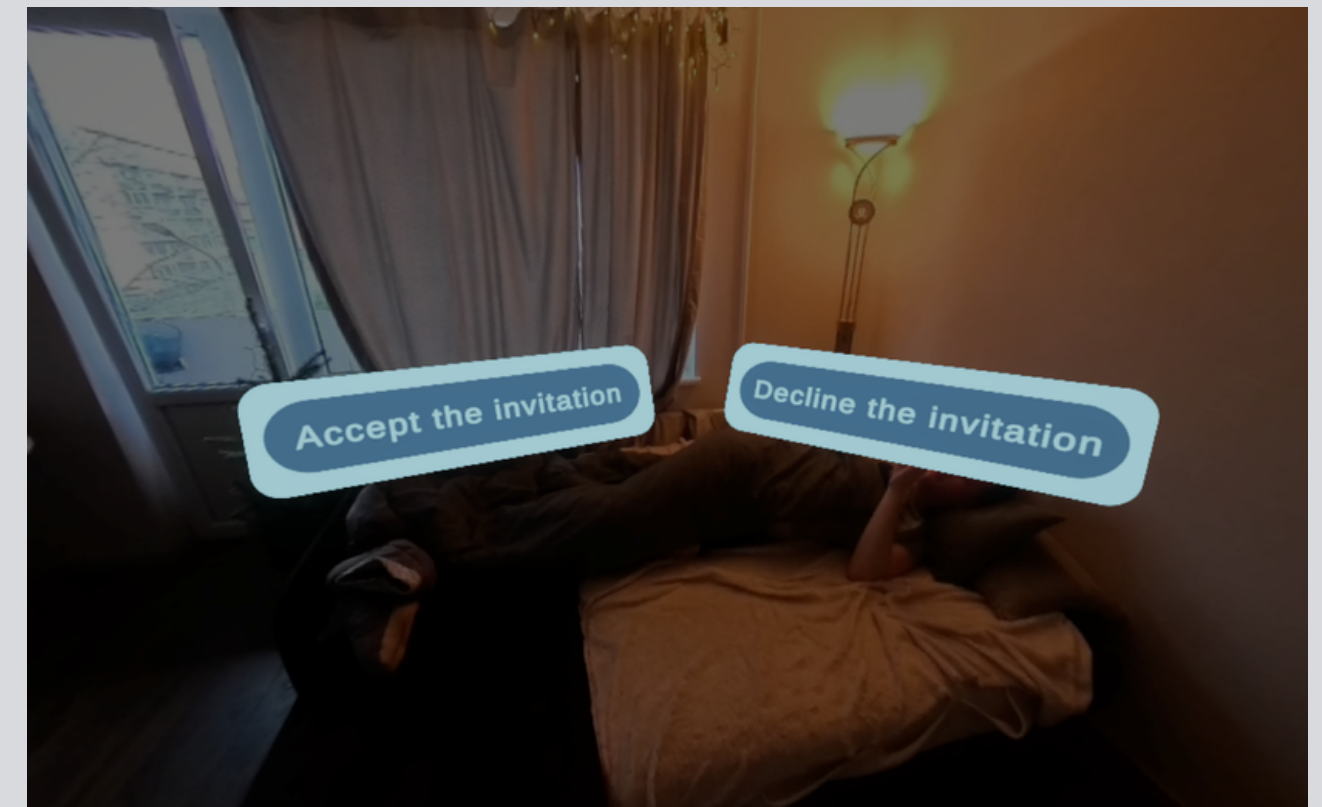
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ONE MESSAGE, TWO REALITIES

“One Message, Two Realities” is a VR short film that follows a young person whose day splits into two parallel paths after receiving a single text. Through immersive 360° storytelling, it shows how one choice - to participate or stay home - leads to completely different emotions, rhythms and experiences, revealing the subtle impact of everyday decisions.

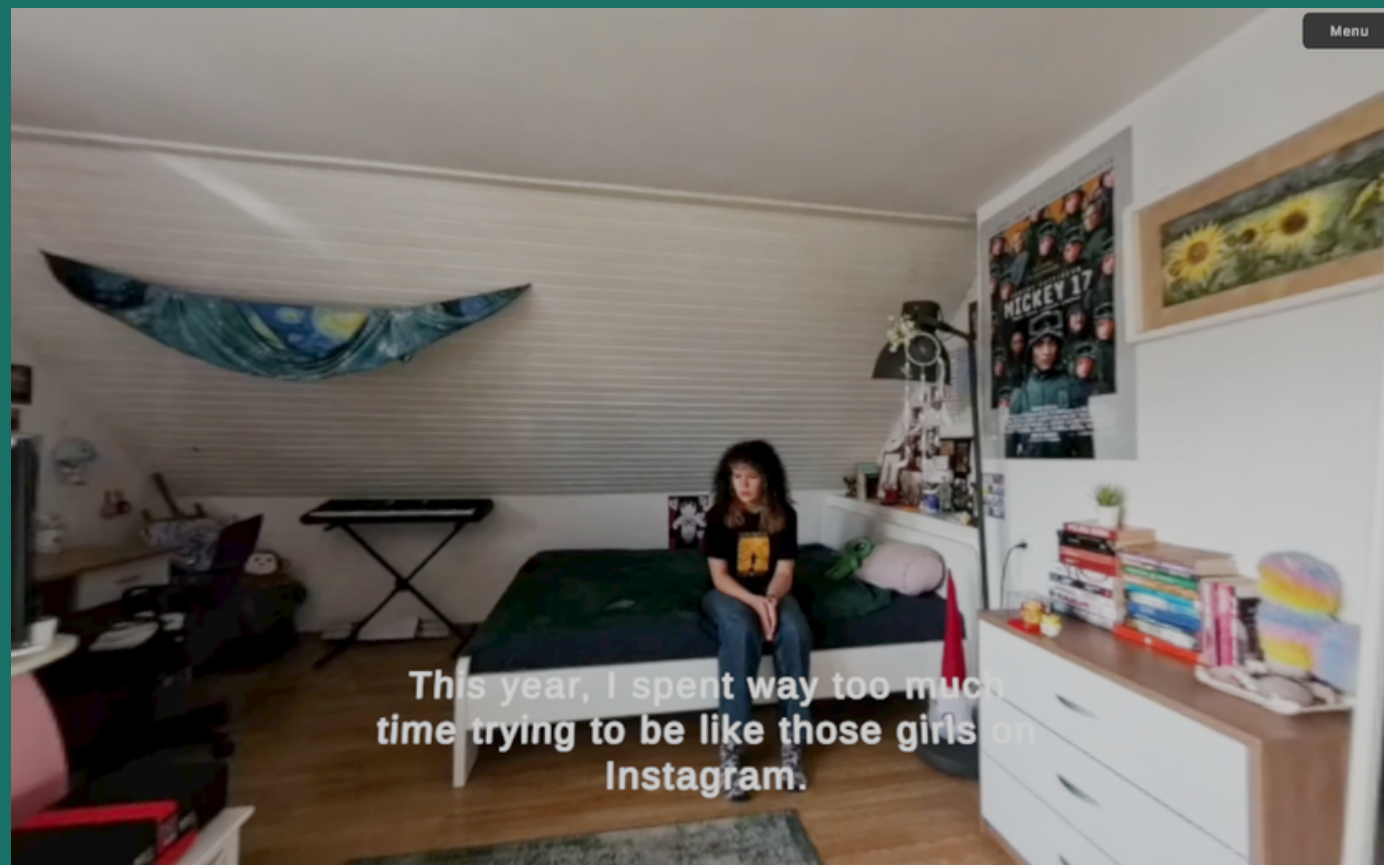


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SELF-ESTEEM



In this scenario about self-esteem, two friends, girls, engage in a sincere conversation about beauty standards and self-worth. One girl struggles with comparing herself to others, believing she needs to look a certain way to be noticed. On the other hand, the other girl, encourages self-acceptance, reminding friend that real confidence comes from within. The story branches into two contrasting reflections—one where one girl embraces self-love and grows through positivity and personal fulfillment, and another where a girl chases perfection, only to feel more insecure.

Ultimately, the message is clear: loving yourself begins with acceptance, not comparison.

VOLUNTEERING



The story highlights the value of stepping out of your comfort zone and making the most of new opportunities. Alex and Sam have two months of summer vacation ahead. While Sam chooses to stay home and relax, Alex decides to volunteer. Through this experience, Alex gains new skills, meets people from across Europe, and creates lasting memories. Meanwhile, Sam realizes that a summer spent indoors feels repetitive and uninspiring



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CREATING YOUR OWN VR MOVIE

**You Do Not Need Advanced
Programming**

The project promotes no-code tools.

Example Platform:

ThingLink

Allows youth workers to:

- **Upload 360° photos**
- **Add videos**
- **Add information points**
- **Create interactive learning paths**



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***FUTURE IS NOT DIGITAL TOOLS IS
ACCESS AND BETTER EXPERIENCE***



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