# OVERSHARE VRINCURSION

Show her the video

Don't show her

Put your phone away





#### **Performance Type**

VR Interactive workshop (VR headsets provided)



#### **Topics Addressed**

Cyberbullying and online harm prevention



#### **Duration**

60-90 minutes, including activities and role play after VR



#### **Audience Size**

Maximum 25 students

### **About VR Interactives**

This action-oriented education program uses interactive film techniques to transform students from passive spectators into active participants in the on screen action. Youth Choices interactive films puts young audiences in charge of the action. In the classic style of "Choose Your Own Adventure", the viewer/player decides the actions that influence the story and the outcome. With multiple decision points and a variety of endings, each storyline sees young audiences safely learn about the potential consequences of different behaviours and choices.

Using a fun interactive game format, students engage with and play the films, all the while exploring real-world scenarios and developing strategies for dealing with social issues and health pressures that affect their day to day lives. The program fosters resilience and decision-making skills, encouraging youth to think critically about the choices they make in a range of different contexts.

Years 7 to 10

Warning: contains strong language

# Synopsis

Danny shares with you a video of them dancing. Kieran asks what you're watching. What do you do?

Overshare is a Virtual Reality (VR) film that invites young people to put themselves in someone else's shoes. Through the VR experience, students can see the effects and consequences of different choices they make, and how their online behaviours impact themselves and the people around them.

The Overshare VR incursion program commences with students donning VR headsets and playing the interactive, "choose your own adventure" video, experiencing the consequences of the various decisions they make as the central character. Follow-up activities are facilitated by the Youth Choices team including role plays and group discussions, allowing students to rehearse for real life by engaging with the issues of cyber safety and cyber bullying through a fun interactive VR based incursion format.

Helping to develop their own empathy and Digital Intelligence, the Overshare VR incursion gives students the opportunity to explore online resilience, the impact of cyber bullying, and how they have the power to change the online culture of their communities.

## **Concepts Addressed**

- Cybersafety and online harm prevention
- Digital intelligence and digital media literacy
- · Informed and safe use of online content
- · Bullying and cyberbullying
- Respect, empathy, and consent in all online activities
- Ethical decision making and critical thinking

Book a Youth Choices performance today!

Arts & Education Coordinator

08 9272 0000 education@constablecare.com.au www.constablecare.com.au

