XR

XR for Social Impact:
A Landscape Review

ABOUT GAMES FOR CHANGE

Empowering game creators and social innovators to **drive real world impact** through **games and immersive media**

SINCE 2004, GAMES FOR CHANGE (G4C) HAS:

▶ Provided a platform for the exchange of ideas and resources through our flagship event, the annual Games for Change Festival

▶ Challenging professionals and youth through game design competitions

▶ Incubating new game projects through executive production of new games and strategic workshops

▶ Engaging the public through digital and live arcades

Games for Change is a registered 501(c)3 organization.

WHY XR FOR CHANGE?

"XR has the greatest potential for deep engagement, deep empathy, and therefore better outcomes...XR touches on almost every issue of the modern world from civic justice to racial equity to police brutality. If there's a cause, there's an XR experience that can unlock your imagination and break open your heart in [new] ways."

— **Jessica Lindl, GM & VP of Social Impact at Unity**
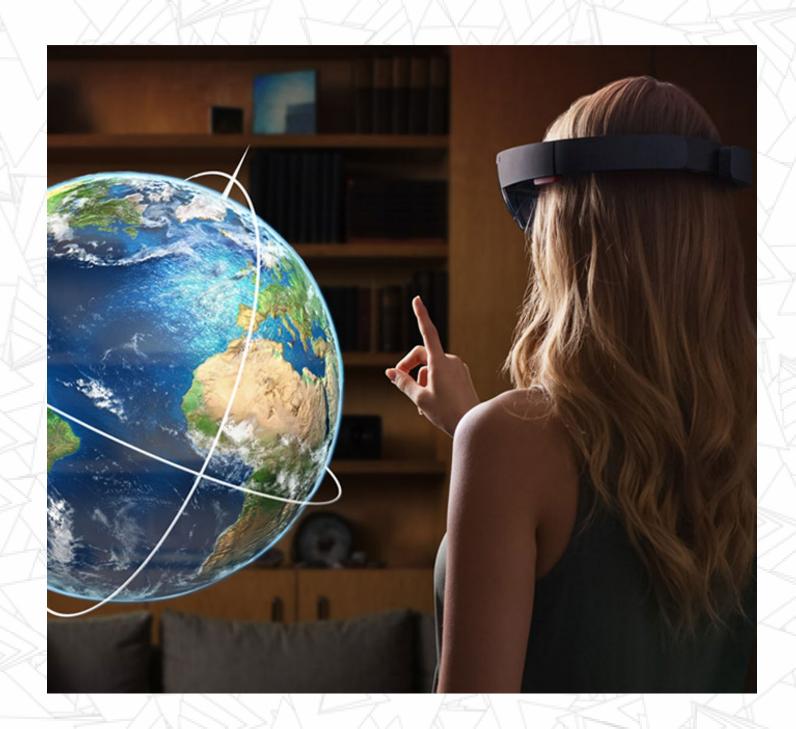
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KEY FINDINGS

Healthcare

▶ Enhanced telehealth accessibility
▶ Reduced hospitalization time
▶ Drug-free pain management
▶ Improved patient experience and personalization

Education

▶ Cultivating curiosity through immersive engagement
▶ Experiential transfer of knowledge
▶ Individualized learning
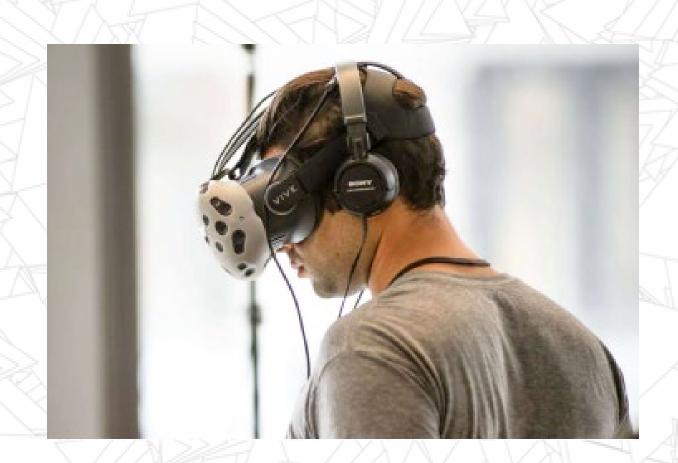▶ Resource scaling through digital environments

Workplace Training

▶ Enhanced skill assessment
▶ Technical and soft skill proficiency development
▶ Emergency disaster preparedness simulation
▶ Decreased operational downtime and failure costs

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KEY CAVEATS

▶ Privacy, Safety & Ethics

▶ Hardware Implementation Cost

▶ Infrastructure

▶ "Content is King"

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Access the Whitepaper:

bit.ly/xrwhitepaper

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