Virtual Reality in the public service
Establish an understanding of the possibilities and challenges of using VR within three municipal areas

Goal

Develop VR concepts and prototypes for three usecases and test them with the target audience

Goal

Explore and qualify the potential benefits and business cases for the three usecases

Goal
**Challenge:**
No-shows, long treatments caused by anxiety

**Benefit:**
Efficient dental treatment
Better experience for the kids

**Challenge:**
Young people having difficulties taking the bus – caused by social anxiety or lack of control

**Benefit:**
More efficient training of young people

**Challenge:**
Hard to activate stress levels and train situations of conflict

**Benefit:**
Developing skills for stressful working situations