

EXPERIENCING SOCIAL JUSTICE
THROUGH THE SENSES
AN IMMERSIVE JOURNEY

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LCC Changemaker 2024–2025



BEING A CHANGEMAKER



CHANGEMAKERS AT LCC WORK ALONGSIDE COURSE TEAMS TO CODEVELOP
DECOLONIAL AND ANTI-RACIST CURRICULA AND BUILD STUDENT EXPERIENCES THAT
ARE INCLUSIVE, EQUITABLE, AND COMPASSIONATE.

My journey didn't begin with certainty — it began with a question:


How can we visualise transformation?

As an Immersive Media and Mixed Reality student, I first saw myself more as a “technician” than a designer of change.


But through this project, I realised: creativity, emotion, and sensory thinking aren't extras — they are essential.

Being a Changemaker, for me, means offering new ways to feel, reflect, and reimagine.


WHAT ARE WE REALLY TRYING TO CHANGE?



What counts as
impact — and who
decides it?



Can emotional
transformation be
measured without
reducing it to data?



How do we reflect justice
when the change lives in
the body, not just in
words?

OUR PROJECT JOURNEY: FROM DEFINITION TO IMMERSION

Defining Impact

Redefining what meaningful
change feels like.

Skills Mapping and Framing

Building a work frame aligned to
Changemaker values.

Early Questionnaire Prototyping

Testing traditional evaluation
tools (surveys).

Body Mapping Discovery

Introducing visual, embodied
emotional reflection.

Identifying New Challenges

Recognizing the limits of public,
static methods.

VR Prototype Development

Creating an immersive, self-
paced emotional reflection
space.

Toolkit Building

Designing hybrid evaluation
pathways (VR + physical
options).

STARTING WITH BODY MAPPING

We first experimented with body mapping workshops, encouraging participants to externalize emotions through drawing on human silhouettes.

This allowed non-verbal, intuitive reflection beyond traditional surveys.





FROM BODY TO IMMERSION

Video Link

<https://youtu.be/BFmtbY38qy4>

WHY WE TURNED TO VR

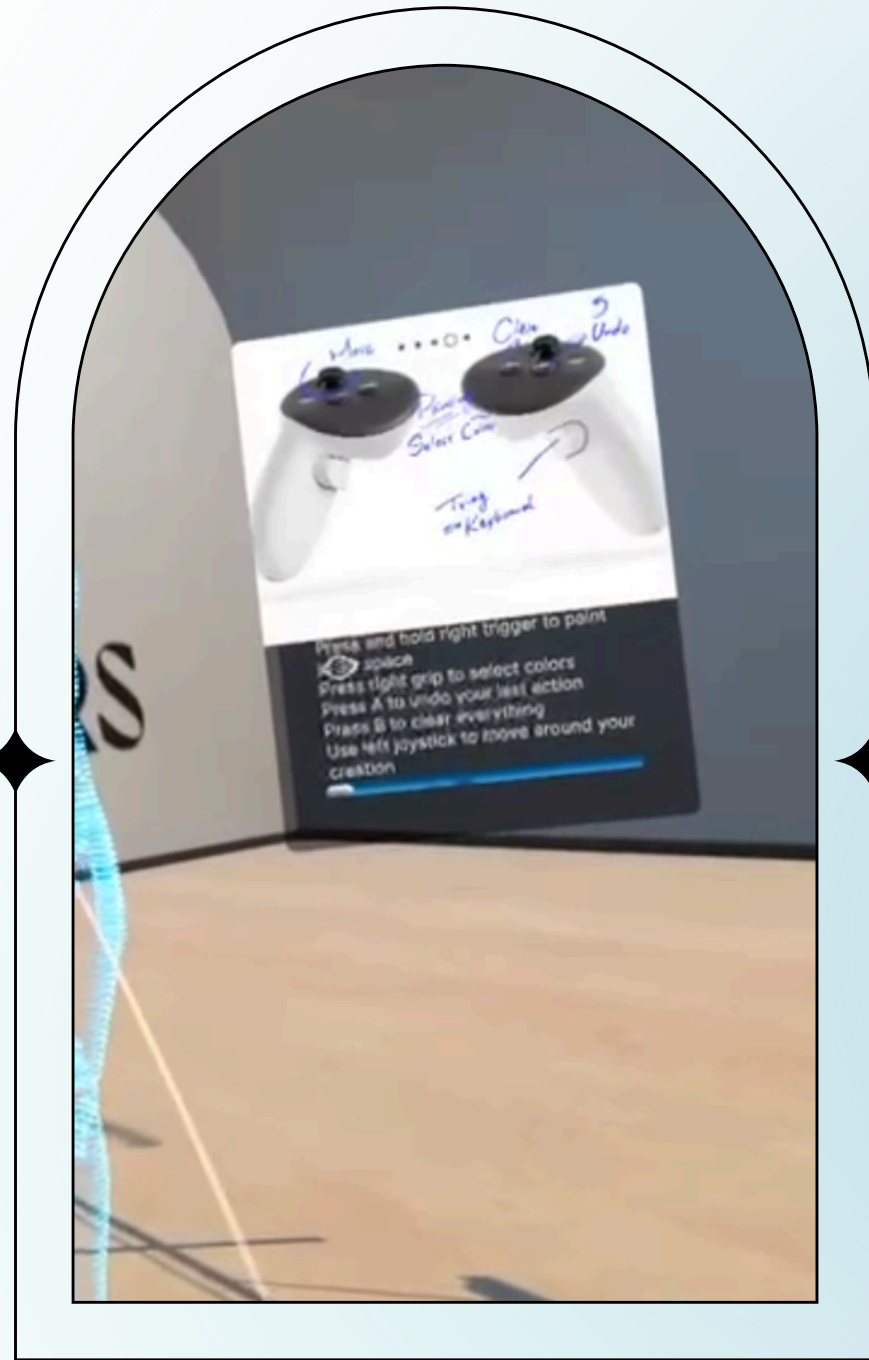
Multisensory engagement

Emotional safety

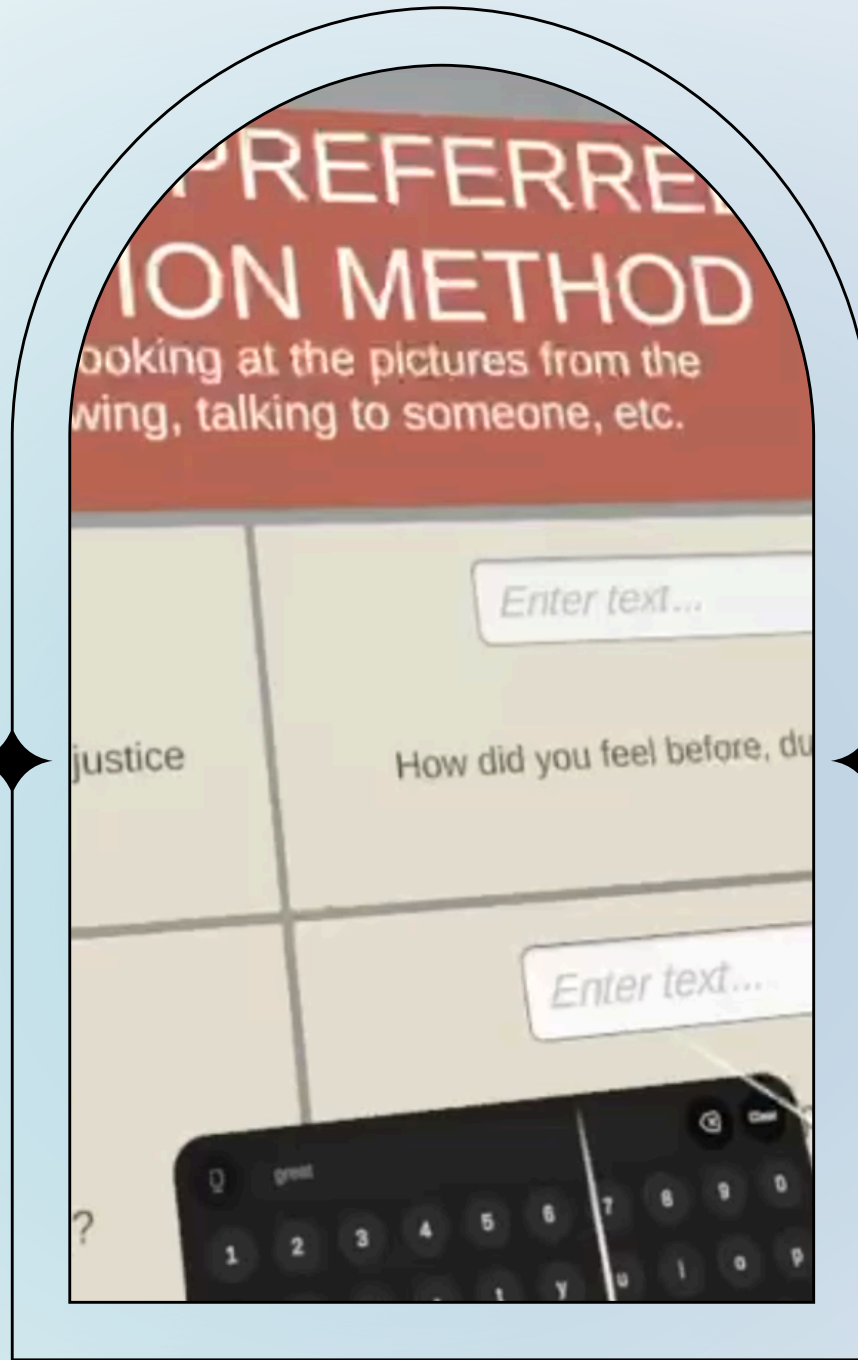
Creative empowerment

Cross-cultural accessibility

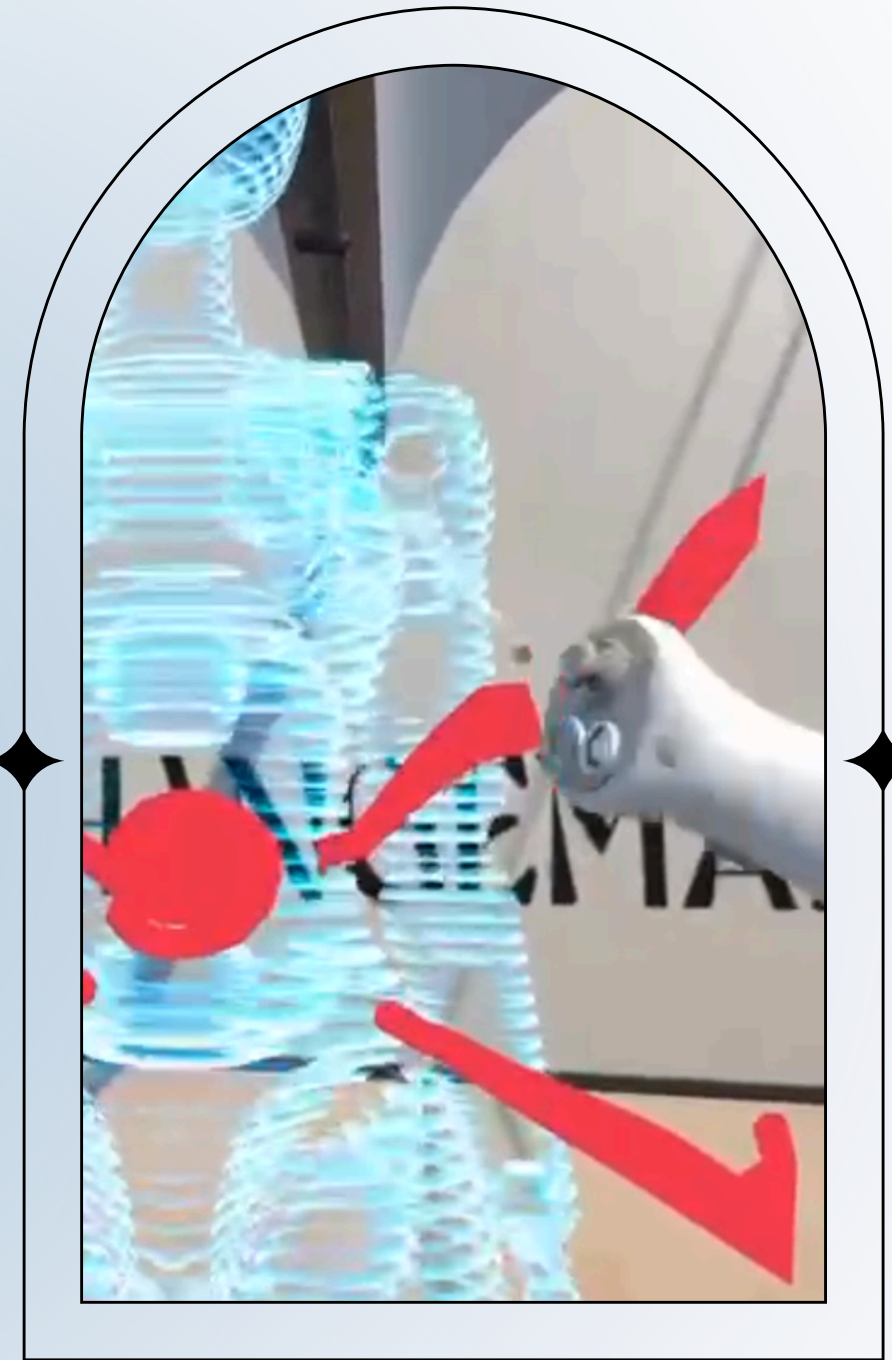
WHAT WE BUILT



Guidance

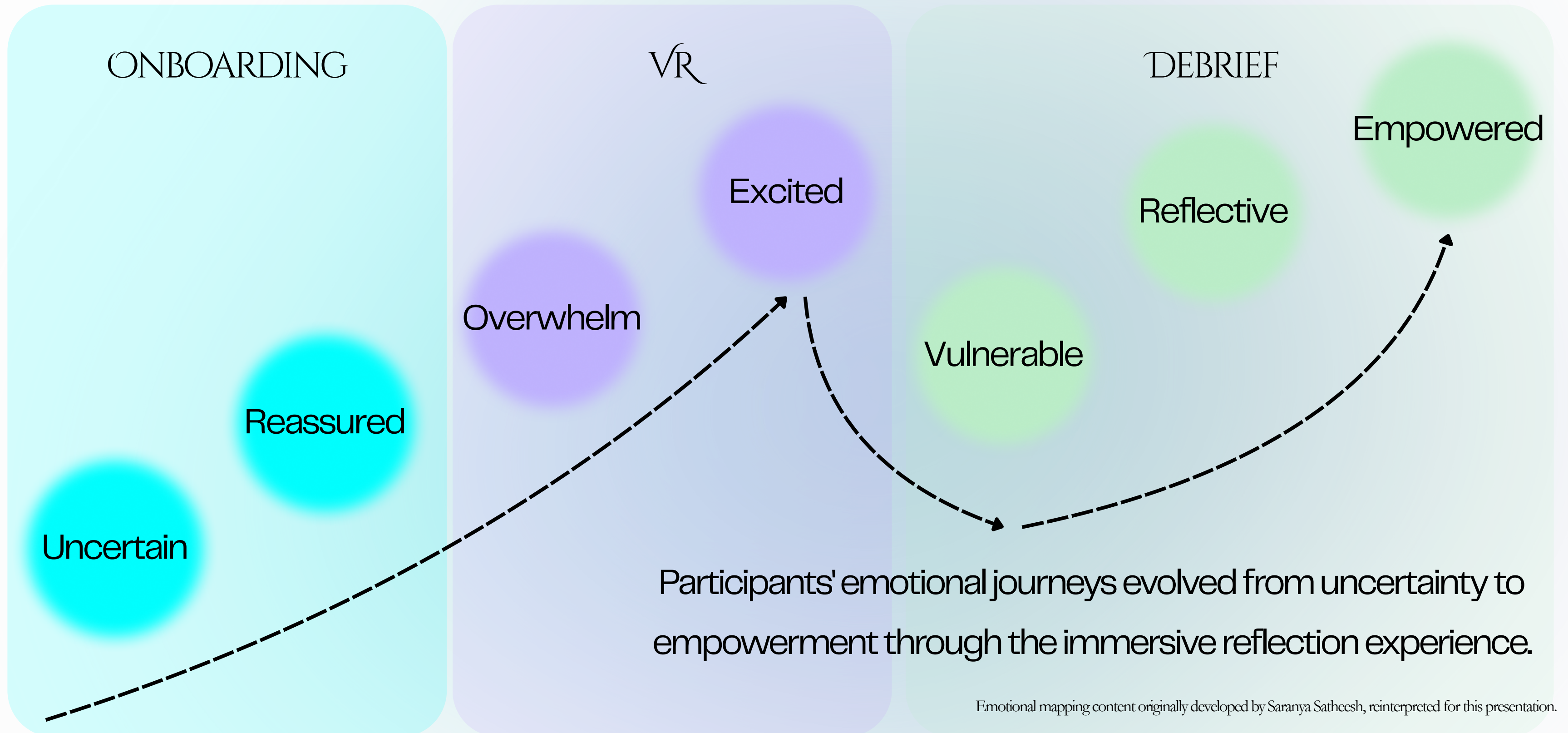


Typing



Painting

MAPPING EMOTIONAL TRANSFORMATION



NEXT STEP

01

Refine and expand
the VR reflection prototype
with wider user testing

02

Develop a hybrid toolkit
combining digital and
physical reflection methods

03

**Embed multisensory
practices** into future
Changemaker evaluations

THANK YOU

