VISUALISE

The Ultimate UX - Virtual Reality

William D. McMaster
Head of Production
VR Director















KASABIAN





SONY MUSIC

Google



























Why should the travel industry

care about VR?

Because it makes buying travel

through traditional means

(web, retail) obsolete



TRAVEL

How Oculus and Cardboard Are Going to Rock the Travel Industry

As advertisers jump on VR, it may just be a matter of time before you can rack up air miles, virtually

EUROPE NEWS

Virtual reality devices could transform the tourism experience

Luke Graham, special to CNBC.com Friday, 8 Jan 2016 | 7:41 AM ET



estimate the long term impact of new technology

People tend to over-estimate the

short term impact and under-

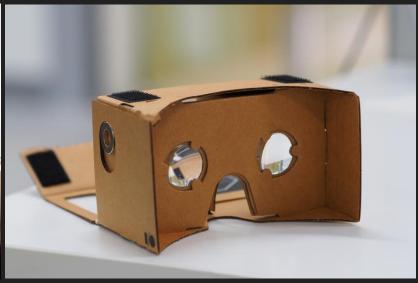
VR in 2016





VR in 2016





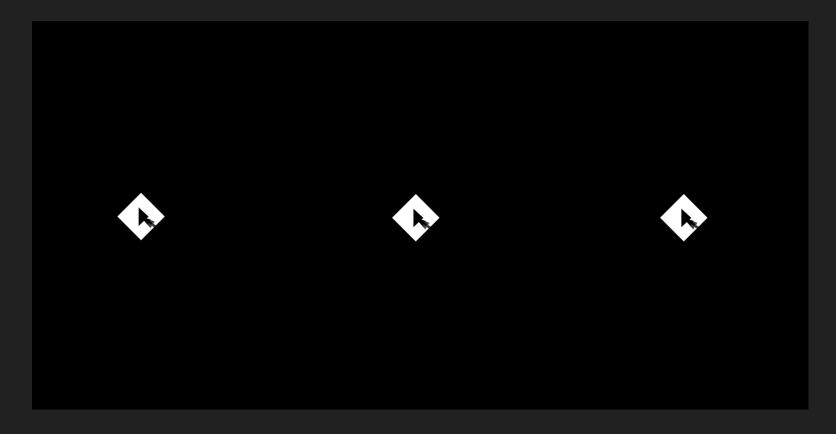
How VR is being used in the travel industry in 2016



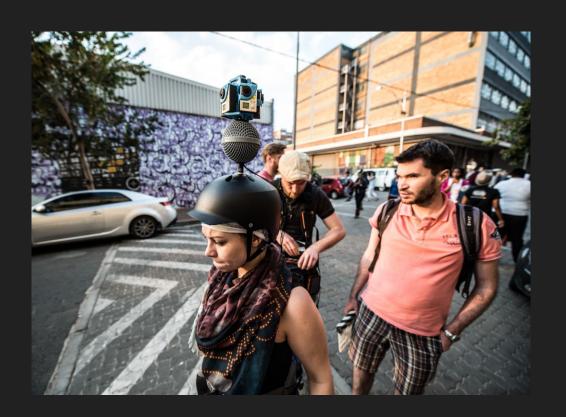
How VR is being used in the travel industry in 2016



Case Study: South African Tourism 5 Minute Holiday



Case Study: South AfricanTourism











Enables

PRESENCE











ENGAGEMENT

PRESENCE













ENGAGEMENT

= GREAT VR!

PRESENCE















EVERY CLIENT WANTS....





THE BIG CHALLENGE







THE BIG CHALLENGE







KEEP IT STABLE!





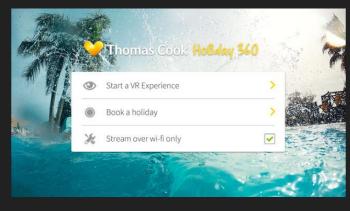
VISUALISE



Case Study Thomas Cook Try Before You Fly







"Thomas Cook was the first travel company to deliver in-store virtual reality to customers, we've been nominated for numerous innovation awards, and we've seen a good conversion rate for bookings made after viewing the VR content."

Lynne Slowey, former Head of Digital Content, Thomas Cook

ROI

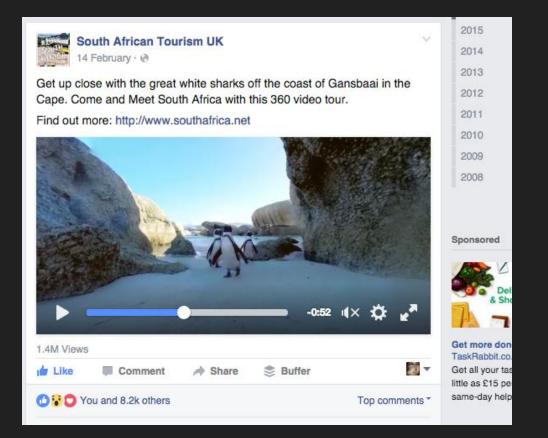
In less than 12 months the campaign has paid for itself and Thomas Cook saw an 180% uplift in New York excursions revenue.

ROI

The in-store virtual reality experience was well received by the press including Bloomberg, PSFK, The Drum and Marketing Week.

Case Study Thomas Cook & Singapore Tourism

Cross Platforms



The Future of UX and VR

- Travel Stories in VR
- Try before you Fly
- User generated content
- Inflight Entertainment
- A VR headset in every home

In 10 years, everyone will buy travel in

VR.



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