

Translate Climate Projections to Policy with Virtual Reality

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Climate risk assessment, Virtual Reality, Solution space



BACKGROUND

Climate projections (e.g. Singapore’s Third National Climate Change Study, V3) are generally difficult to directly translate into actionable policy due to:

- High uncertainty and complex human–environment interactions
- Psychological distance, where future climate risks feel abstract and disconnected

Traditional risk communication methods struggle to convey cascading and compounding impacts in a way that informs real-world decision-making.

AIM

- Develop a climate risk assessment framework linking extreme climate hazards to cascading impacts on urban systems
- Operationalise this framework using a Virtual Reality (VR) platform to translate abstract climate projections into immersive, experiential narratives

METHODS



Figure 1. Interactive decision system in the VR simulation that shows the interaction between climate scenarios, adaptation policies, and climate hazards.

- Scenario initialisation: Initialise spatio-temporal probabilities of hazards, policy costs, and budget.
- Interactive policy options: Adaptation policies embedded with different costs and risk reduction attributes.
- Climate hazards: Hazards will interact with the implemented adaptation policies to visualise the manifestation of impacts.
- Feedback to backend: Decision pathways to demonstrate policy-lock ins.

CONCLUSION

VR platform provides a scalable and transferable tool for integrating climate science, risk assessment, and policy planning by:

- Enabling policymakers to interactively explore future scenarios and decisions
- Revealing policy path dependency – how early adaptation or inaction shapes long-term outcomes
- Operationalising and visualising policy trade-offs

FINDINGS

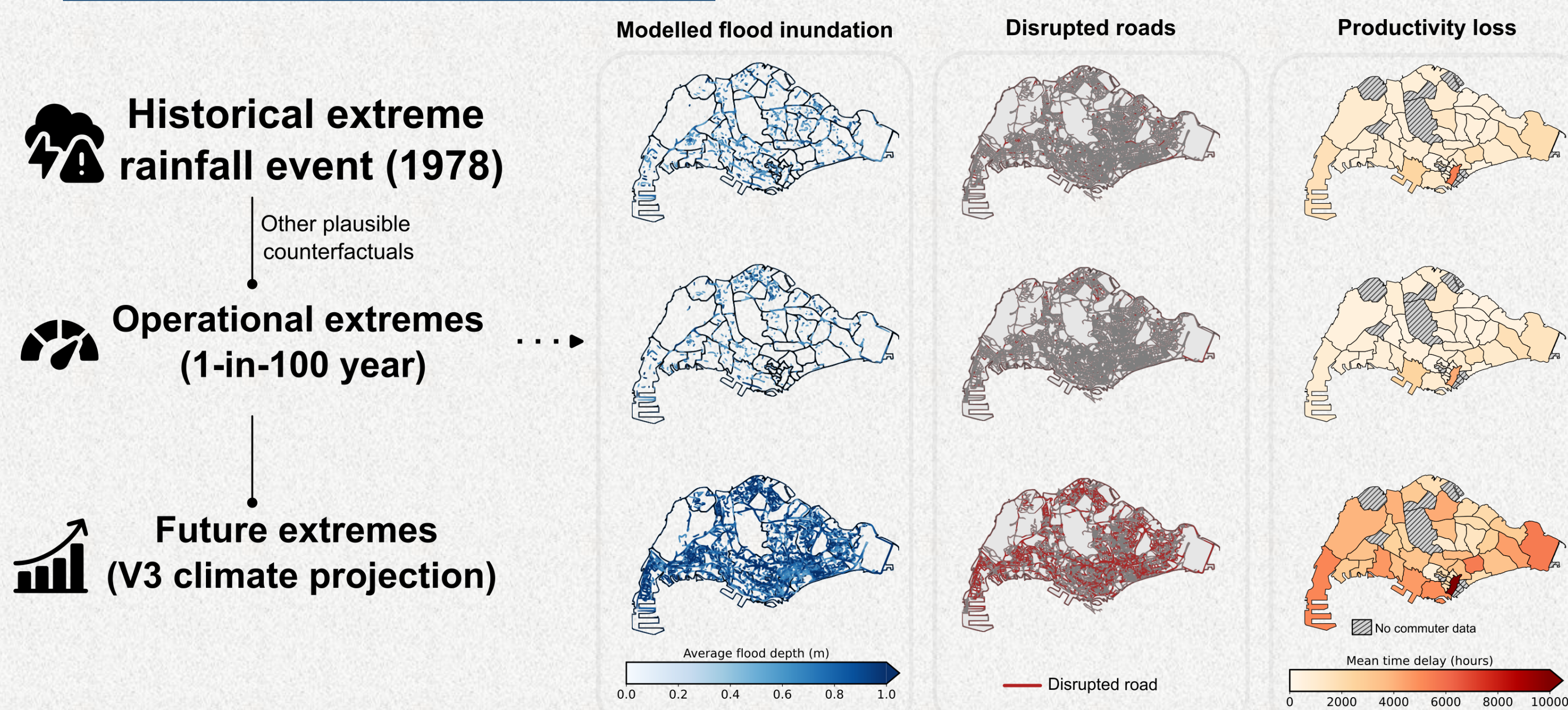
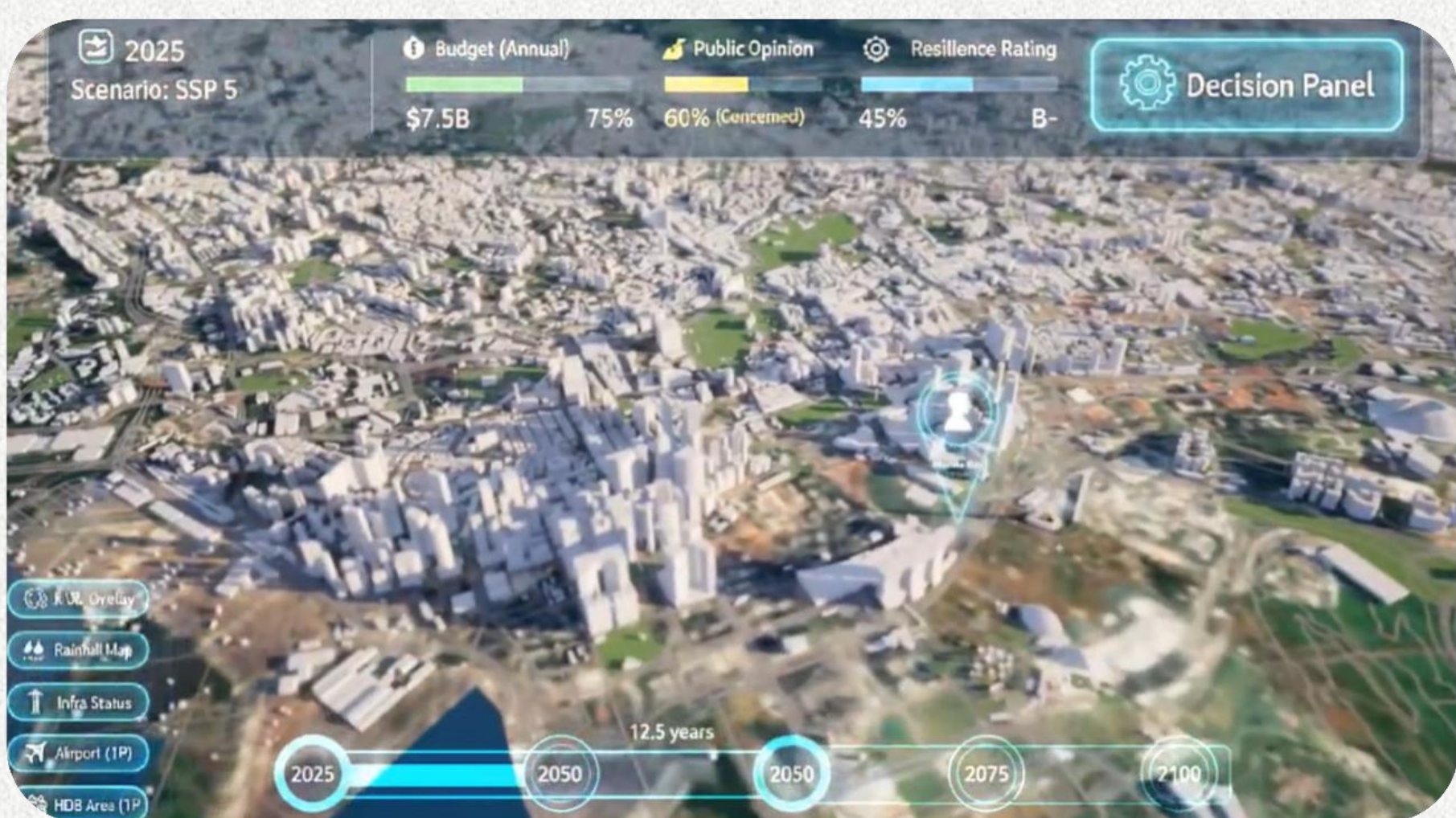


Figure 2. Modelling cascading impacts to urban systems under extreme scenarios – historical, operational, and future extremes.

(a) VR trailer



(b) Cascading impacts on roads and MRT stations



(c) Birds-eye view map

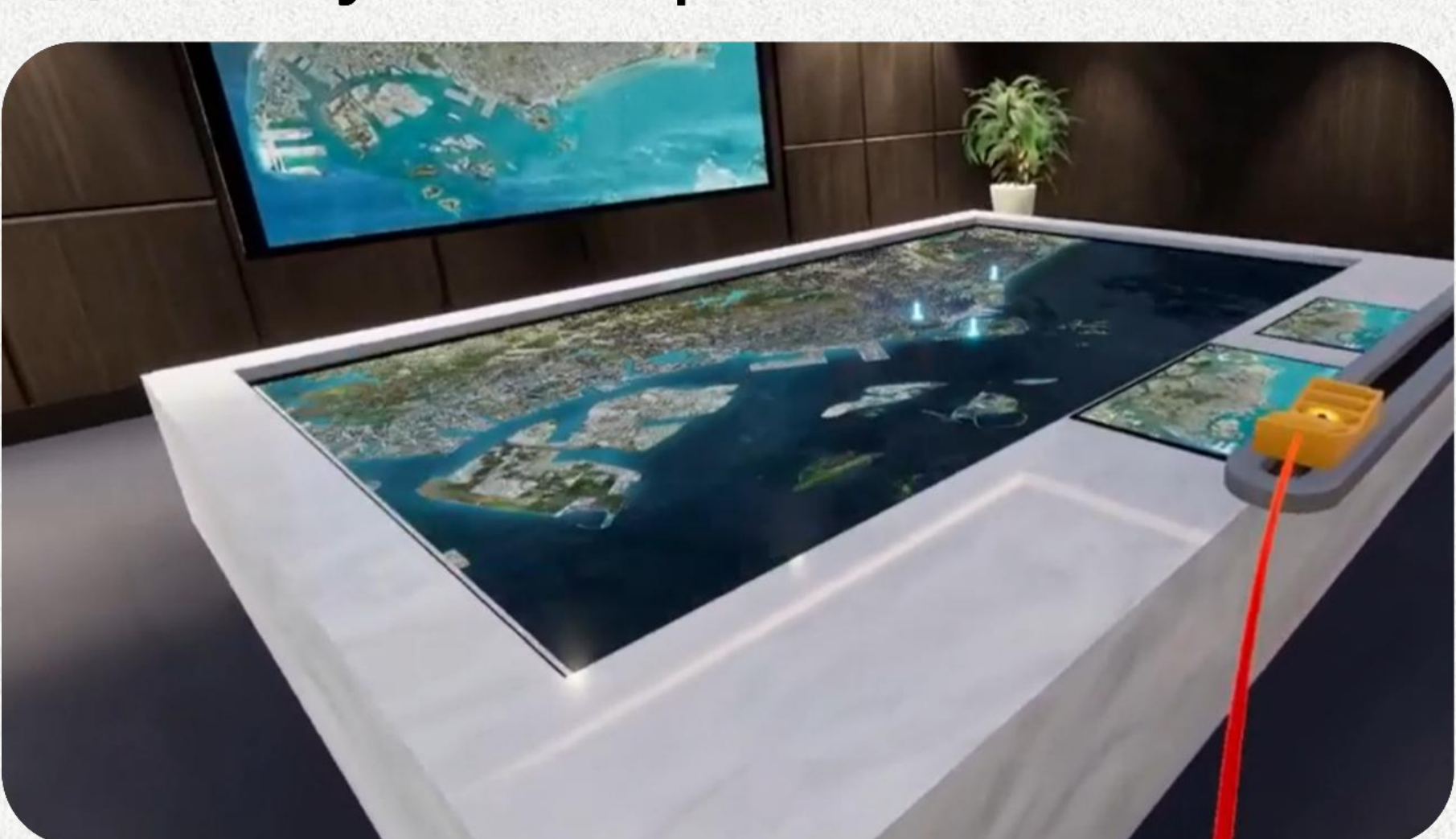


Figure 3. Video demonstrations of preliminary VR build

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