



Changing the Landscape of Travel Safety

Educating Future Travellers

Caroline's Rainbow Foundation is a travel safety charity founded in 2002 after the tragic death of Caroline Ann Stuttle in Australia during her gap year. Over the last 20 years the UK based charity has provided travel and safety information for anyone going abroad on a backpacking adventure, independent travel, study abroad program or organised tours.

The charity is always looking for new ways to engage our next generation of world explorers, helping them to fully realise both the importance of travel safety and the benefits of world travel.

Please visit our website for more information carolinesrainbowfoundation.org

Our Focus Areas

Travel Stories – The most important part of any travelling adventure is returning safely. We have collected a selection of inspirational travel stories, highlighting some of the amazing experiences out there in the world.

Safety Tips & Advice – Our website is packed with safety tips and travel advice from experienced travellers who have kindly shared important lessons they learnt, and obstacles faced during their adventures.

Safer Travel – For our 10th Anniversary in 2012 we developed our 'Safer Travel' App. The App is an easily accessible source of destination specific essential travel and safety information. We compiled over 350 popular tourist and backpacker destinations. Today, to make the information more accessible people can access directly through safertravel.org

Travel Safety Education – An important part of our work is to provide safety focused educational materials to our next generation of world travellers and raise awareness about travelling safely. We deliver workshops and presentations to inspire young people to step out into the world. Help to equip travellers with the essential knowledge they need to stay safe, minimise risk and maximise their travelling adventures.

For more about our educational incentives carolinesrainbowfoundation.org/education



The Virtual Reality Experience

We have developed a **Virtual Reality 'Airport' Scenario**. This is the first in what will become a series of scenarios created for young travellers to test their knowledge and understand the risks to their safety when travelling.

The scenario is built upon our three safety pillars: Knowledge, Awareness and Response.

- Knowledge – Research is key, the more you know the more prepared you are.
- Awareness – Raise your awareness at the right times when travelling to reduce risk.
- Response – How you react in a situation can dramatically change the outcome.

The airport experience is a game changer for people to understand the risks when travelling. Players are able to test their travel safety knowledge, problem solving abilities, awareness strategies and safety techniques in a completely safe virtual environment.

The Airport

The fully immersive experience takes players through – arrival at the airport, check in and all the way to boarding their flight. Each stage offers safety insights and awareness objectives. Players will have to complete timed objectives including, meeting a friend at the coffee shop, change of flight, loss of belongings and delay through passport control. The scenario will offer a variety of real-life potential hazards and other traveller interactions along the way.

We are currently testing our prototype scenario in our travel safety workshops. For more information, please visit carolinesrainbowfoundation.org/travel-safety-workshops

The Airport is just the beginning!

Further Virtual Reality Development – All of our current fundraising incentives go directly towards our dream of developing a host of different scenarios specific to young traveller's adventures. The airport will act as a hub for players to virtually board a plane to another travelling experience more specific to their future real-life adventures.

Future Travelling Virtual Reality Scenarios

The Australian Road Trip

The adventure - Hiring a car or camper van in a different country and embarking on a road trip is a massive and very popular undertaking. There are huge benefits to the freedom of the open road, but also many pitfalls and potential issues that need to be considered.

VR scenario - Players arrive at the car hire location. Take a test drive to get used to driving in a different country following their rules and road laws. Review the stats and choose a vehicle. Players plan a route from Sydney to Brisbane, adding scenic stops and overnight stays along the way. The road trip begins, players drive the route with various interactions along the way. These include obeying traffic laws, visiting iconic locations, stopping for petrol/gas, breaking down, picking up hitchhikers, meeting fellow backpackers, navigating without GPS, traffic jams, diversions, busy city streets, car safety and animals on the road.

The outcome - Players will be better prepared for a road trip, understanding the safety principles that relate specifically to hiring a car. Understand for fully areas of research required, the importance of interactions. The benefits, pitfalls, and freedom a road trip gives to finding the hidden gems when travelling.

Spin off scenario - Driving in different countries

As part of the **Road Trip** scenario players test drive the vehicle around Sydney. This allows them to get used to driving in a different country. Each country's rules of the road are different, specific laws, styles of driving and culture. It can be incredibly intimidating leaving the car hire depot, pulling out onto a road for the first time in a different country in an unfamiliar vehicle. There is no real training given for driving abroad. We will add different countries for players to test drive hire cars with destination specific driving conditions.

The adventure - The concept for the scenario came from many experiences with hiring cars in different countries. There is generally no training, you are given the keys, all the information about the car and asked if you would like extra insurance. You are told when returning the car to make sure it has a full tank of petrol. That's it, off you go!

VR scenario - The player can choose a major city with the exact driving conditions of that country. The player will have the opportunity to drive in specific conditions before ever sitting behind the wheel of a rental car.



The outcome - Players get first-hand knowledge of driving in a different country. Gain an understanding of the roads, rules of the road, cultural driving etiquette and knowledge of essentials such as, filling up with petrol/gas, parking, and vehicle security. This scenario will help build confidence and understand the potential risks they may face.

Study Abroad Programme

The adventure - Working with universities for many years we are aware of study abroad opportunities. Students find themselves on a different campus in a completely different country. Change can be difficult, adjusting to a new city, making new friends, and finding the balance between experiencing the place and the essential study.

VR scenario - The player will have to create a working schedule, attend meetings and lectures as well as different trips. The campus will be open to players to interact with other students and lecturers to find out more about what is happening and events they could attend.

The outcome - A focus on positive interaction and finding out about different events happening to make the most out of their experience. Interactions and issues will include travelling at night, pickpocketing, missing transport, and creating schedules for study as well as social pastimes.

Gap year and backpacking Adventure

The adventure - Staying true to the roots of the charity. This scenario with a focus on backpacking adventures. Travelling on a gap year around Australia. The adventure starts by planning. Travelling to Australia and visiting certain destinations along a route. Meeting other backpackers and experiencing different opportunities around the country.

The scenario - Planning a gap year, the player will have to apply for a visa, complete a travel schedule and packing list. The player will meet different people and have interactions relating to the K.A.R pillars. Interactions will include safety in tourist hotspots, lost belongings (passport), meeting other backpackers, planning changes to travels and experiences, acting on important information from locals, visiting beautiful and iconic locations, packing lists for hiking and camping, environmental hazards and poisonous animals. Also, dealing with reverse culture shock on returning to home.

The outcome - The player will get a glimpse the full process of planning a gap year and the variety of opportunities that are available. Go through safety measures and protocols relating to K.A.R pillars and the safety mindset. Focus on awareness and safety aspects of



travel. There will also be a focus on health and personal wellbeing, positive interactions, gaining knowledge and building travel confidence.

Winter Ski & Snowboard Season

The adventure - Every winter excited skiers and snowboarders descend on resorts around the world. Many choose a just a holiday, others choose to work the full winter season. In either case people arrive in a resort without a complete understanding the environmental hazards and other risks to their safety.

VR scenario - Arriving in the resort, the focus will be around environmental risks when out skiing or snowboarding on the mountain. Facing issues like witnessing an accident, risk of avalanche, off piste skiing, exposure to the cold, losing one of the ski group and fatigue. Other awareness information around après ski, equipment security, ski hire and additional insurance.

The outcome - Holiday makers and seasonnaires will gain a far greater understanding of the mountain environment, it's incredible beauty as well as the freedom you can feel. Safety risks, essential equipment, survival training and choosing the appropriate terrain/runs for their skiing ability.

City Break or Weekend Escape

The adventure - Short breaks are incredibly popular especially for European travel. After flying for a couple of hours, travellers can find themselves in a completely different country and culture. This can be a shock to the system, travellers want to experience as much as possible in their limited time.

VR scenario - Players will be able to choose a selection of activities to do during their visit. Create a schedule to maximise their time and budget for the experience. Interactions will include lost luggage/Passport. Credit cards blocked. Booking activities and visiting tourist attractions, areas in a city to take extra care, interactions with other tourists, staff, scammers, and opportunists.

The outcome - Players will understand about the potential issues that may arise with short breaks, the importance of correct planning. Experiencing the hustle and bustle around tourist attractions and weekend life in a busy city. Finding accurate safety information, travelling at night, meeting opportunists and scammers.

Summer Camp Experience

The adventure - A very popular travel opportunity and working experience many students choose a summer camp. There are many great benefits, travellers have the opportunity to work with likeminded people in a safe environment, visit another country, learn social and responsibility skills whilst looking after younger people. Although many aspects of the experience are taken care of by the camp itself there are still risks and important safety points which need to be considered.

VR scenario - Arriving at a summer camp players will interact with staff, making their way to their dormitories and meeting with other colleagues on the camp. The player chooses from a host of different options that they would generally find working on a summer camp experience. Situations they face would include difficult students and altercation, theft, accident, and injury to a student off campus, communication with staff and parents, navigating laws and rules in a different country/city.

The outcome - This scenario will focus on people, interactions with students and other members of staff. Highlight conversational techniques to defuse potentially hazardous situations which could result in police involvement. How to get the best out of people during activities, enjoying downtime for the player to have the most rewarding experience.

Organised Multi Stop Bus Tours

The adventure - Many organised tours can be seen as a stress-free way to visit multiple tourist attractions during one holiday. There are many things to consider staying safe and making the most of the adventure.

VR scenario - Arriving at a bus terminal or pick up point, the players meet other passengers who will be going on the same trip. Introductions by staff, once the tour is explained the player will stop at various locations and have time to explore. Interactions will include common scams targeting tourists, inflated prices for souvenirs and pushy salespeople. Problems the accommodation and restaurants, interactions with disruptive passengers.

The outcome - Players will be able to plan around packing luggage, organised tour schedule, diffusion techniques when dealing with people, how to spot scammers and pickpocket hotspots where tourists, especially tour parties are targeted.



Lodge, Camping & Hiking Experience

The adventure - Lodges, camping, hiking, and activity holidays are increasingly popular. Post pandemic staycations have become a favourite choice for UK holidaymakers. There are lots of amazing walks and trails around the UK, these are not risk free even for the experienced hiker.

VR scenario - Arriving at a campsite the player will be able to choose from various hikes and activities during their stay. These would incorporate different levels of difficulty and equipment required. Environmental hazards are a large part of the experience, players will interact with other hikers to gain valuable insight into current conditions, weather reports and the best viewing locations and wildlife interactions.

The outcome - Players will create supply and packing lists, browse hiking, walking and nature routes. The focus will be on understanding the risks involved for inexperienced hikers. Supporting with accidents on the trail, changing weather conditions, interactions with other hikers, beauty spots and nature.

Volunteering Opportunities

The adventure - There are many companies offering volunteering opportunities abroad, building schools, infrastructure, supporting nature and the animal kingdom or teaching English. They are an amazing way to see the world and do something worthwhile to help a disadvantaged community.

VR scenario - Players will research different companies understanding what to look for in a volunteering opportunity, purchase insurance and source required vaccines or inoculations. Embark on their adventure there will be a focus dealing with different cultures, language barriers, illness, and disadvantaged people. Safety tips and advice as well as the rewarding aspects of helping a community.

The outcome - Players will better understand the importance of researching a volunteering opportunity and the risks involved. Living in a different culture for the time of the opportunity, food, and diet, life without certain luxuries. The safety implications of visiting underdeveloped countries. Also, and importantly the benefits of helping a community.



Family holiday

The adventure - Family travel requires a completely different mindset than any other type of travel, in the respect of travelling with younger people. Choosing a family friendly holiday destination and the additional costs involved to allowing extra time to travel and activities to keep the whole family happy.

VR scenario - Players will research destinations and times of year to travel. Arriving at a destination after experiencing delays, unhappy children, and lost luggage. In the family-oriented holiday resort, the player would be able to choose from various day trips and experiences for the family to undertake during the week. There will be a host of interactions including, other families, children, lost belongings, missing pickups, safety information and advice.

The outcome - Player will understand more about the role required to keep children safe and occupied when travelling. Finding places the whole family can enjoy as well as understanding the risks posed from opportunists targeting family travellers.

Contact

Please email contact@carolinesrainbowfoundation.org

Main charity website www.carolinesrainbowfoundation.org

Destination specific safety advice www.safertravel.org

Social media

www.facebook.com/CarolinesRainbowFoundation

www.instagram.com/crfsafertravel

www.linkedin.com/company/caroline's-rainbow-foundation