

## Event Details

### ITB Virtual Reality Lab Day 2

Date	Time	Location
March 5, 2020	10:00 - 17:45	ITB VR Lab / Hall 10.2 / Booth 108

The ITB Virtual Reality Lab in hall 10.2 is the platform for providers and users of virtual (VR) and augmented reality (AR) applications in the fields of Tourism and Marketing and gives an insight into the latest technologies, projects and trends.

The ITB Virtual Reality Lab in Hall 10.2 (booth 108) is the platform for providers and users of "Virtual Reality" and "Augmented Reality" applications for tourism and marketing. Interested parties can gain insights into current and future technologies in the form of best-practice examples and case studies. At the exhibition counters or in the Networking Area you can exchange information on trends and developments in the tourism industry with experts, exhibitors or other trade visitors.

### Tags

[Virtual Augmented Reality Trends](#) [Digitalization](#) [Education](#)

### Events

**12:00 - 12:45**

#### Time Travel with Virtual Reality – Re-experience Urban History

- VR-based time travel as a new gateway to the past of cities and regions
- Historical venues and environments are digitalised and can be experienced emotionally by means of VR in combination with multi-sensory feedback elements
- TimeRide as the world's first business case of a VR major attraction in the culture and leisure sector

**Speaker:**

[Dr. Fabian Hedderich](#), COO, TimeRide

**Tags**

[Tours Activities Attractions City Tourism](#) [Virtual Augmented Reality](#) [Digitalization](#) [Destination Management](#) [Experiences](#)

**13:00 - 13:45**

#### Virtual Reality Training For The Travel Market – Huge Step Forward In Fulfilling Digital Transformation

- How powerful e-learning technology motivates travel employees through learning and engagement.
- Showcasing 360 real-life scenarios and situations.
- Fulfilling sustainability goals in a cost-effectivite way

**Speaker:**

[Daniel Wishnia](#), Chief Digital Transformation Officer, Aroundtown SA

**Tags**

[Virtual Augmented Reality](#) [Digitalization](#) [Education](#) [Hospitality Trends](#) [Sustainability](#)

**14:00 - 14:45**





## Virtual Helsinki - Rethinking Destination Experience

- Rapidly Changing Customer Behavior as a Game Changer
- Virtual Reality in Sustainable Destination Management
- Key Elements of Virtual Reality – Elevated Experiences, Accessibility, Empathy and Equality

**Speaker:**

[Vappu Mänty](#), Director, Communications and PR, Helsinki Marketing

[Laura Olin](#), COO & Partner, ZOAN

**Tags**

[Destination Management](#) [Virtual Augmented Reality](#) [Digitalization](#) [Customer Behavior](#) [Sustainability](#) [Destinations](#) [Marketing](#) [Sustainability](#)

**16:00 - 16:45**

## Managing Overtourism with Next-Generation Guides

- Overtourism suffocates historical centers of popular European cities.
- The situation is getting worse every year as more people travel and most of them Google out the same top 10 places to visit. Mayors and DMOs are desperate and even consider restricting access.
- Fortunately, technology can help. Personalization based on big data analysis and AI recommends different top places to visit for every tourist based on their interests. Engaging content enriched by AR experiences makes places outside of the city center appealing for tourists to explore. Guiding tourists smartly can reduce overtourism by 30% while improving satisfaction.

**Speaker:**

[Jan Dolezal](#), CEO, SmartGuide

**Tags**

[Virtual Augmented Reality](#) [Overtourism](#) [Digitalization](#) [Destination Management](#) [Sustainability](#)

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Kurzfristige Änderungen vorbehalten.