

I think Immersive technology makes Polar Exploration less abstract because it shows how this job is really quite a difficult one and how if you're stuck in a crevasse, it can be quite, quite daunting to get out of. But if you're a trained professional, like in the video the Explorer, he said, yeah, it's quite easy to get out of a crevasse, but to people who don't normally go in crevasses for a living, it can be really scary.