

2026-27 HIVE Summer Internship Project

Voices & Virtual Experience: Dispute Resolution in VR180

Primary Academic Supervisor

Dr. Michelle Antonio

Project Background

Voices & Virtual Experience Project is focused on exploring how Immersive Visualisation can reveal the impact people can have on each other in conflict, including the connection (good and bad) to educate and improve awareness of conflict resolution strategies.

Are you a highly creative Screen Arts, Film, Creative Industries, Digital Media or related student with an interest and/or experience in filmmaking, storytelling, screenwriting, directing, working with volunteer, actors, video production, editing, animation, 3D design or visual effects.

If not, do you already have those qualifications and expertise, but you are studying another degree such as psychology, health sciences, or medicine and want to use your filmmaking, videography skills as you are:

- Creative and imaginative
- Passionate about storytelling
- Interested in film and screen production
- Able to work collaboratively
- Willing to experiment and problem-solve
- Enthusiastic about developing an ambitious creative project

This project is for you with a primary aim to create a short film using VR180 immersive visualisation technologies.

Watch Federal Court of Australia mediation:

<https://www.youtube.com/watch?v=6r05qpdSkUo>

Watch opening scene of the 2005 movie Wedding Crashers, the Apple TV series Fairly Legal and think how you can enhance mediation education, professional skills training and dispute resolution learning.

See Marriage Story director Noah Baumbach:

<https://youtu.be/azzxc35XIKU?si=S7Yxqrtepz6QD3VA>

Noah Baumbach Breaks Down the 'Marriage Story' Courtroom Scene | Vanity Fair

Now transport with actors and mediator to 3D mediation in virtual reality. The project builds upon Curtin HIVE's successful projects Bidi Walbraanini and the VR Moot Court project. It extends immersive storytelling into a new area of legal and professional education. This internship is ideal for students interested in people, law, conflict, psychology, film and using art and technology.

Project Description, Expected Outputs, Possible Stretch Goals

The primary aim of this project is to investigate, create then report on virtual immersive visualisation technologies to enhance mediation education, professional skills training and dispute resolution learning.

The student intern will work with academic staff, HIVE personnel and legal professionals to design, produce and evaluate an immersive mediation experience for teaching and training environments such as:

- Review current film mediation scenes, ADR videos / teaching materials and practical exercises LAWS3011.
- Research best-practice film approaches to mediation demonstrations/scenes/mock mediations.
- Develop and produce a short VR180 mediation simulation.
- Create a short video, digital, or scenario-based resource that can be used in research, mediation advocacy, community awareness and future teaching, legal and others
- Develop:
 - role-play script;
 - actor briefs;
 - mediator interviews;
 - reflection and post mediation interview (if time permits)
- Report on an expansion of the VR180 mock mediation to be a real-life mediation project and offer possible collaboration i.e. health or psychology research options / recommendations.

Links to background reading and any relevant recent work in the field

- 3D VR Curtin University's Moot Court project:
<https://www.youtube.com/watch?v=lSeWlZ2SLKk>
- Federal Court of Australia Mediation:
<https://www.youtube.com/watch?v=6r05qpdSkUo>
- Zo Carlsson (2026), VR Technologies and Immersive Content in Virtual Court Hearings for Legal Practice and Training. (to be provided)
- Emma Jones and others, 'Using Virtual Reality to Enhance the Law School Curriculum':
<https://www.taylorfrancis.com/chapters/edit/10.4324/9780429351082-3/using-virtual-reality-enhance-law-school-curriculum-emma-jones-francine-ryan-hugh-mcfaul-david-vince-lawrence-kizilkaya-jamie-daniels>

AND View Bidi Walbraanini at the Curtin HIVE Dome display

What type of visualisation will the student develop or produce?

The student will develop and produce:

- VR180 (or 360) immersive mediation experience after viewing both real-life mediations in person, "Hollywood" film mediation materials and online training and education video materials
- Immersive simulation/s suitable for community awareness as well as legal education, professional training and mediation research
- Other social media content if time permits

The visualisations will be viewable through VR headsets, HIVE immersive displays and standard desktop screens

How will the visualisation contribute to your research outcomes?

Use of immersive visualisation technologies to improve awareness, increase learner engagement, presence, contextual understanding & practical skills in an otherwise confidential mediation context. Provide a platform for future research into conflict, dispute & related clinical education.

Optional extension: foundation for interdisciplinary collaborations involving law, psychology, business, health and education.

If the project is successful, where would you consider publishing the results?

Regarding the mediation awareness part of the project and the potential use of VR, the results can be the basis of a report to the Attorney General/s given the current Public Purpose Project on mediation and/or

- Article to be published in a relevant mediation or dispute journals
- Presentation at annual dispute resolution events including 2027 DRBF international conference to occur in Sydney, various Singapore Mediation conferences

In terms of education and training findings can be published in the Journal of Law and Education or Western Australian Law Teachers' Review (WALTR).

There are opportunities as well to present the project outcomes in law, technology and/or education conferences such as IBA and Resolution Institute as Alternative Dispute Resolution (ADR) is now a fundamental component of legal practice, court procedure, government dispute management and commercial conflict resolution.

The project has potential applications extending beyond legal education into psychology, business, health, social work, human resources, government dispute resolution and professional training. It also aligns with growing national discussion regarding practical legal education reform and the increasing emphasis on experiential learning and professional skills development.

The project offers an opportunity for Curtin University to become a leader in immersive legal education by combining mediation training, dispute resolution, experiential learning and emerging visualisation technologies in ways that have not yet been widely explored so publication opportunities are wide and could even include at judicial conferences.

Draft Project Timeline:

Week 1

Nov 16 - Full day HIVE induction

Nov 17 - Area and Project Induction with Primary supervisor

Develop project plan with HIVE and academic team

Literature and relevant project review

Project Familiarisation

Week 2

Review and understand existing material

Attend meet and greet with academic and professional volunteers

Week 3

Initial capture and attend mediations to observe and start script plan and preparation

Week 4

Initial capture and advance/finalise mediation script preparation

Week 5

Set creation, costumes, lighting and ongoing investigation or attendance at mediations where possible

Week 6

Conduct trial recordings

Interviews and possible recordings with actors of pre-mediation intake sessions

Week 7

Ongoing work with mediator and academic staff including HIVE guidance on shooting and editing for 3D

Week 8

Mon – Wed: Preparation for mock mediation

Mock Mediation Final recording

Week 9

Focus on report writing and presentation (including demo) preparation

Week 10

*Focus on report writing and presentation (including demo) preparation
5th Feb Final Showcase Day and final report due*

Student Experience and Supervision:

How often will you meet with the student over the 10-week period?

Twice per week

Your work desk location and the location of student desk

106 at 78 Murray Street Perth (opposite side to Law School with Michelle Antonio)

Student Attributes:

Please indicate any preference for student's academic discipline or field of study

Required: Screen Arts / Film making / Videography

Possible: psychology, health sciences, or medicine

What competencies are required to start this project

Beginner - script writing or shooting / producing content - samples can be submitted in application

Beginner - Creative and artistic

Intermediate - 2D art/editing

Intermediate - Video production/editing

Do you have any other student attributes you think are important to the project?

Dedicated, hard working, problem solving and thinking outside the box.