



STORYHACK XR

Technology should be in the hands of everyone, it should contribute to the life and culture of society



'Paaaaahhhng!' [Ben Tandy]



'Whilst The Rest Were Sleeping' [CiRCA69]

STORYHACK is a 5 day educational residency designed to give artists the knowledge, skills and tools to begin to use new technologies and interactivity in their work in a fundamental and transformative way.

This intensive course helps creatives move beyond disciplines, adopt new creative and design approaches and to capture new audiences and expectations. It is a programme designed for those who want to work across a combination of platforms - music, theatre, immersive, game design, cinema, visual and live arts.

The course will support artists in reaching contemporary expectations for immersion, interactivity and meaningful engagement in culture.

Creatives today have a huge opportunity to shape the future of culture and storytelling but also the cities we live in, the connections we make, the people we meet. The possibilities are more far reaching than ever.

STORYHACK wants to share knowledge, build communities and skills so that creatives can not only be a part of a changing creative industry - they can take it any direction they want in a highly adaptive and flexible manner.



'Somnai' [ItsNice That]



'PlayUK Skopje' [British Council]

THE TUTORS



MYRA APPANNAH
Storyteller // Curator

A writer and director working in theatre, film and adaptive storytelling. As creator of 'SOMNAI', the UK's largest-scale immersive tech experience, Myra helped to take the London show from concept to live in six months. 20,000 people came through its doors.

"the trippy VR experience that takes you to dreamland" GUARDIAN

Myra has worked with renowned companies including Cardboard Citizens, Milo Wlodek Co and been BAFTA / Sundance nominated for recent film 'Garfield'.

"the real impact comes from the interplay between virtual reality and the theatrical use of space and performance." CULTURE WHISPER *****



SIMON WILKINSON
Artist // Curator

An artist working across the spectrum of immersive technologies, Internet of Things, Electronic Music, Online, Gaming, Artificial Intelligence and Transmedia Storytelling.

"One of the most notable names in Europe to be dealing with virtual reality" CINEUROPA MAGAZINE

His work has featured in Tate Modern and his most recent large scale immersive show 'Whilst The Rest Were Sleeping' has enjoyed touring to 25 nations across six continents in the past three years.

"When you go see this very cool show you can do so safe in the knowledge that YOU WILL NOT GET KILLED and relax a little, but not too much" EXEUNT

THE CONTENT

AUDIENCE TRENDS

"Cinema and traditional theatre & television audiences are in rapid decline. Meanwhile gaming is now by far the most important cultural medium on the planet**. People no longer want to sit passively receiving their culture, they want a meaningful role and a question to answer"*

Our week begins with a dissection of current audience trends as a means for artists to understand the role of interactivity and immersion in creating a more meaningful exchange with their own audiences.

* Cinema audiences falling at 3% per year [National Association of Theatre Owners, MPAA 2015]
Arts Council funded theatre audiences falling at 5% per year [Arts Council England]

** Video Games Industry worth 55% more than cinema and music combined [IFPI, Motion Picture Association, Digital Entertainment Group]



'Somnai' [Christopher Fantauso]

STORY CREATION

Resident artists will work through practical exercises to learn the fundamentals of story creation for interactive and immersive spaces including sessions covering;

interactive design //
dealing with complexity in branching narratives //
transmedia storytelling //
speculative design //
visual Scripting for interactivity //

PRODUCTION

At the heart of the system of technical skills which resident artists will learn sits Unity Games Engine, free software which allows makers to create interactive and immersive content from virtual reality and smartphone apps to video games and augmented reality.

In addition we will cover 3D modelling, photogrammetry, strategies for avoiding the need for code as well as looking at new approaches to collaboration across disciplines.

TECHNOLOGY

We will spend time exploring the kinds of immersive technologies currently available for artists to use.

This will include an analysis of the relative strengths and weaknesses of competing virtual and augmented reality headsets, sensors, 3D audio systems and associated accessories.

PRESENTATION

Throughout the week resident artists will collaborate in small groups to develop concepts and prototypes for new interactive artworks.

This enables them to try out aspects of the thinking and skills which the residency delivers in preparation for a closing presentation where they can showcase and explain their work.

THE NUMBERS

CAPACITY

We have 20 spaces available on the course

DATES & TIMES

The course runs 22nd to 26th April 2019, with formal sessions scheduled between 10am - 4pm.

Outside of these times participants can, if they wish, continue to work on their group projects.

WHERE

STORYHACK will be hosted by Liverpool School of Art & Design at Liverpool John Moores University in collaboration with the new MA Immersive Arts

'Whilst The Rest Were Sleeping' [CiRCA69]

"We're never going to be totally immersive as long as we're looking at a square, whether it's a movie screen or whether it's a computer screen. We've got to get rid of that and put the player inside the experience. That's the future."

STEVEN SPIELBERG