

#narrative

Your concept is structured as a narrative arc that the audience is led through (as opposed to open exploration or game-like freeform interactivity).

For inspiration, find on the timeline:

Easter Rising (2017)
Lost Origin (2021)

#theatrical

Your concept needs to include elements typical to theatrical experiences, e.g. live actors, a stage as the focal point, or something similar.

For inspiration, find on the timeline:

Sleep No More (2003)
Shunt Lounge (2006)
My name is Peter Stillman (2017)

#humanitarianopic

Your concept needs to take a humanitarian approach to the topic it is presenting, i.e. the concept seeks to promote human welfare.

For inspiration, find on the timeline:

We Wait (2016)
Common Ground (2019)

#mystery

Your concept has the audience intrigued by a mystery.

For inspiration, find on the timeline:

Her Story (2015)
Shadow Point (2019)

#history

Your concept needs to centre around a historical event or a site, or explore historical phenomena.

For inspiration, find on the timeline:

Hold the World (2018)
Fly (2019)

#exploration

Your concept needs to allow the audience to physically explore something.

For inspiration, find on the timeline:

Can you see me now? (2001)
Sleep no more (2003)

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For inspiration, find on the timeline:

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For inspiration, find on the timeline:

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For inspiration, find on the timeline:

#VR

Your concept needs to include Virtual Reality headsets and content developed for them.

For inspiration, find on the timeline:

Home: A VR Spacewalk (2016)
6 x 9 (2016)
Thresholds (2017)

#AR

Your concept needs to include Augmented Reality, i.e. it augments the real world with virtual objects.

For inspiration, find on the timeline:

Digital Ghost Hunt (2018)
The Big Fix Up (2021)

#motioncapture

Your concept needs to include content that was produced using motion capture, i.e. realistic capture of motion either in real-time or in a pre-recorded format.

For inspiration, find on the timeline:

The Tempest (2016)
We Wait (2016)
Dream (2021)

#mobiledevices

Your concept needs to include a mobile element, e.g. it is accessed via mobile devices or they play a major part in the experience.

For inspiration, find on the timeline:

Can you see me now? (2001)
Land's End (2015)
The Big Fix Up (2021)

#bodytracking

Your concept needs to take advantage of tracking limbs, full-body tracking, or eye-tracking for user interaction and/or input.

For inspiration, find on the timeline:

The Mimetic Starfish (2000)
Land's End (2015)

#audio-first

Your concept needs to use audio as the primary means to deliver the experience.

For inspiration, find on the timeline:

Seance (2016)
Universe of Sound (2015)

#360video

Your concept needs to include 360-degree video content.

For inspiration, find on the timeline:

Being Me (2018)
ShakespeareVR (2018)
Common Ground (2019)

#haptics

Your concept needs to address the sense of touch, e.g., by using haptic technologies.

For inspiration, find on the timeline:

The Mimetic Starfish (2000)
Seance (2016)

#spatialaudio

Your concept needs to take advantage of spatial audio, i.e. audio sources that reside in a 3D space, in physical relation to the audience.

For inspiration, find on the timeline:

Seance (2016)
Universe of Sound (2015)

#indoors

Your concept needs to be set in an indoor location and experienced there.

For inspiration, find on the timeline:

Play Zone (2000)
SOMNAI (2018)
Lost Origin (2021)

#outdoors

Your concept needs to be set in an outdoors location and experienced there.

For inspiration, find on the timeline:

Can you see me now? (2001)
The Big Fix Up (2021)

#installation

Your concept needs to incorporate a physical installation that plays a major part in the experience.

For inspiration, find on the timeline:

Skyslide (2019)
Fly (2019)

#props

Your concept needs to include designed or found physical elements, such as sets or objects that are central to the experience.

For inspiration, find on the timeline:

Thresholds (2017)
Digital Ghost Hunt (2019)

#urbanspace

Your concept needs to be set in an urban space and experienced there.

For inspiration, find on the timeline:

Can you see me now? (2001)
The Big Fix Up (2021)

#nature

Your concept needs to be set in nature and experienced there.

For inspiration, find on the timeline:

No experiences taking place in nature can be found on the timeline - search online!
Fr example: Messages to a Post Human Earth

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For inspiration, find on the timeline:

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For inspiration, find on the timeline:

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For inspiration, find on the timeline:

#audionarration

Your concept needs to include a narration delivered with audio.

For inspiration, find on the timeline:

Flyzone (2010)
Easter rising (2017)

#multisensory

Your concept needs to engage the audience with multiple senses: it combines sight/sound/smell/touch/sense of balance or motion.

For inspiration, find on the timeline:

Flyzone (2010)
We live in the ocean of air (2018)
Fly (2019)

#liveactors

Your concept needs to include live actors as part of the experience.

For inspiration, find on the timeline:

The Tempest (2016)
SOMNAI (2018)
Lost Origin (2021)

#multiplayer

Your concept can only be experienced with multiple other audience members.

For inspiration, find on the timeline:

Can you see me now?(2001)
Digital Ghost Hunt (2019)

#simulation

Your concept needs to simulate something, i.e. have a real-life or natural phenomenon as its reference point and recreate parts of it.

For inspiration, find on the timeline:

SubSafe (2006)
6 x 9 (2016)
Home: a VR spacewalk (2016)

#animation

Your concept needs to include animation, whether it is through traditional methods or using computers.

For inspiration, find on the timeline:

We wait (2016)
My name is Peter Stillman (2017)
Dream (2021)

#embodiedinteraction

Your concept needs to engage the audience into embodied forms of interaction, e.g., pose/motion/exertion/voice/breath/touch.

For inspiration, find on the timeline:

The Mimetic Starfish (2000)
Batman: Arkham VR (2016)
We live in an ocean of air (2018)

#puzzle

Your concept needs to include puzzle elements for the audience to solve.

For inspiration, find on the timeline:

Land's End (2015)
Shadow Point (2019)

#collaboration

Your concept needs to encourage audience members to collaborate somehow for a richer experience.

For inspiration, find on the timeline:

Can you see me now? (2001)
Digital Ghost Hunt (2019)

#audienceinteraction

Your concept needs to invite the audience to interact with the performers or creators of the experience.

For inspiration, find on the timeline:

Shunt lounge (2006)
Dream (2021)

#movement

The audience cannot experience your concept without physically moving from one location to another.

For inspiration, find on the timeline:

Playzone (2000)
Can you see me now? (2001)

#game

Your concept needs to include elements familiar from games, such as goals, competition or team play, win/lose conditions or other rules, etc.

For inspiration, find on the timeline:

Affected: The Manor (2016)
The Big Fix Up (2021)

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ARCADE**



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the timeline on your mobile!

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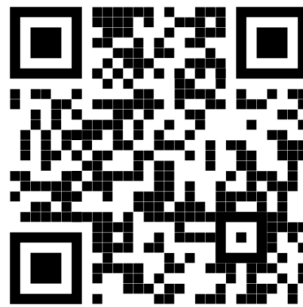
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