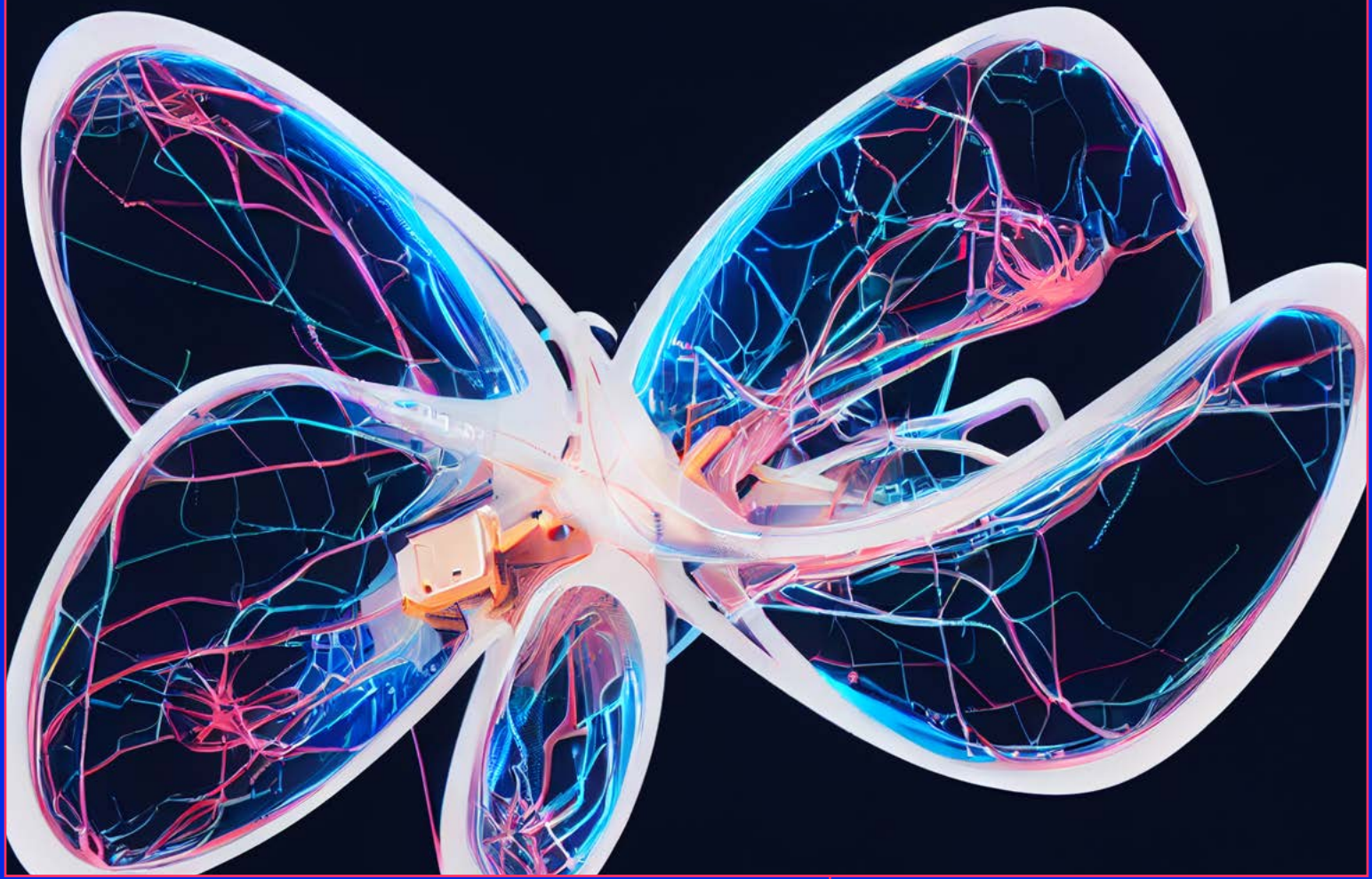


2023

BOOKLET



EUROPEAN CREATORS' LAB

2023

ABOUT

The European Creators' Lab is a creative sandbox powered by IONDA GmbH, in collaboration with Pôle PIXEL, the Economic Development Agency of the City of Leipzig, Film Fund Luxembourg, in partnership with GRAME LIPS LAB, the LABLAB, Theoriz Studio, AADN, DOK Leipzig and DOK Exchange XR, supported by Diversion Cinema, the National Taiwan Normal University, the Games & XR Association Middle Germany, XRMust, co-funded by the Creative Europe Media Programme of the European Union and the Mitteldeutsche Medienförderung GmbH (MDM).

SUPPORTED AND MADE POSSIBLE BY:

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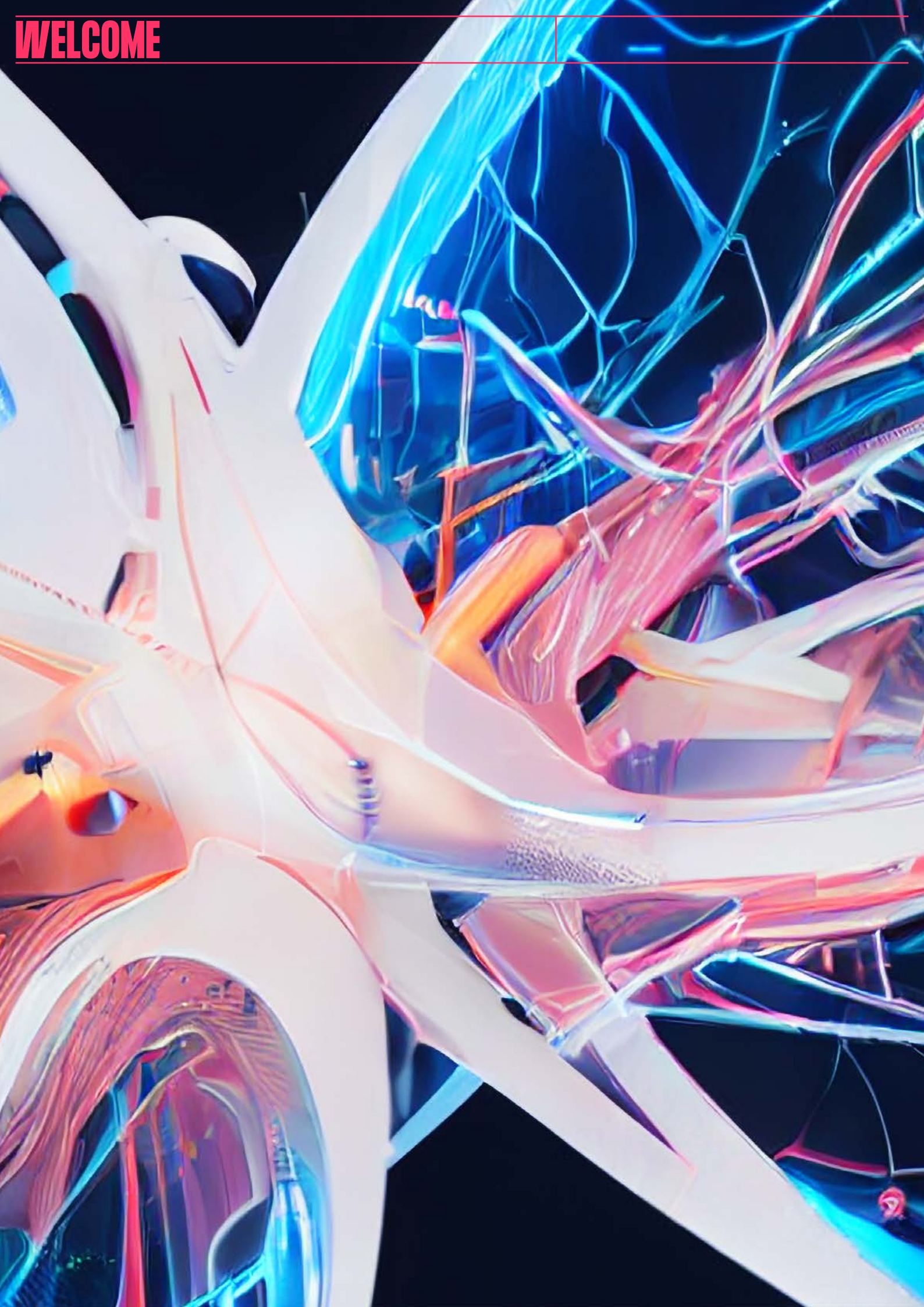
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WELCOME



OLD FRIENDS, NEW PARTNERSHIPS

Storytelling in immersive spaces is exciting, innovative, and offers limitless possibilities for highly emotional experiences. It's the future of storytelling and the narrative world. However, diving into the development and production of immersive experiences is a complex and demanding journey that relies heavily on collaboration, exchange, cooperation, and mutual support.

And that's what makes working in immersive media so exhilarating - there's still so much to discover. Workflows and frameworks need to be tailored for each production, and there are no standardized paths yet. The distribution is as individual as the projects themselves.

This, of course, means a significant workload for creators and producers, especially at the beginning of a project. What comes after the idea? What do you need to consider? How do you prioritize content and user experience over being captivated by technology? What are the next steps? Where is your audience? What technology should you use? How do you push your idea forward, what's missing (if anything), and how do you keep track?

Our Labs are intensive, focused crash courses for the early development phases. Our experienced and award-winning mentors help bring structure to the artistic chaos.

Together in teams, we develop ideas or work on the projects of our participants. We think audience-centric and focus on building worlds where users and players can discover their stories.

Over the past years, the EUCL has hosted more than 350 participants and 58 mentors from 36 countries. Numerous collaborations, project ideas, and friendships have emerged. Experiences created during our Labs have even found their way to international festivals. We're proud to have been a part of this process, walking a stretch of the journey together with our participants. We feel like a family, a community. We support and connect.

In such a fast-paced and innovative field, it's essential to constantly question ourselves and continuously renew. This year brings some fresh changes:

NEW PLACES, NEW PARTNERSHIPS

Starting in 2023, the EUCL is establishing new partnerships in three countries:

In Villeurbanne near Lyon (France), we've found a strong partner with Pôle Pixel, offering excellent studios for the Development Lab. In the region, we've connected with the AADN network, exchanged experiences with Game Lips Lab (Immersive Sound), collaborated with Studio Theoriz and their projection space, provided our participants with a small special exhibition of exquisite immersive festival experiences from Diversion Cinema, and last but not least, expanded our horizons in an online collaboration with National Taiwan Normal University Taipei and the Motion Capture Studio of Hsin-Chien Huang, reaching all the way to Asia.



Our Prototyping Lab continued its work in Leipzig - a testament to our enduring affection for the city. We're particularly excited about renewed collaboration with the Games & XR Association Mitteldeutschland, expanding focus, and the fantastic new partnership with DokLeipzig and DokExchangeXR, including a pre-opening tour of DokNeuland. We revisited our friends at ZIMMT and counted over 100 participants at our :connect! event. A big thank you to the Economic Development Office of the City of Leipzig and the Mitteldeutsche Medienförderung GmbH for their support.

IMMERSIVE RESIDENCY — A NEW FORMAT

The Immersive Residency is a new format implemented in collaboration with the Film Fund Luxembourg. A jury selected eleven international projects from a flood of applications, and we invited their project teams to Luxembourg for an intensive five-day collaboration. Following this, the projects received online mentoring from our mentors, and some will be invited to the Luxembourg Film Festival.

:CONNECT! — AN EVENT BECOMING A HABIT

Through years of experience, we understand the value of both international and local networking for developing co-productions and strengthening infrastructures in the XR industry. Both our participants and the locations benefit from the advantages of these synergies. The :Connect! networking event with public keynotes (available on our YouTube channel) has become an integral part of our Labs.

EVEN MORE ONLINE OFFERINGS

In addition to the physical Labs, there's also a series of online masterclasses offered before and sometimes after the Labs. We partially open them to our alumni, aligning with our goal to provide educational opportunities in line with ecological sustainability, minimizing the need for travel. For example, masterclasses with Sara Lisa Vogl ("Navigating the Metaverse"), Aaron Santiago ("The Making of Tulpamancer"), Boris Eldagsen ("Generate images and films/video with AI tools"), and Kent Bye ("Immersive Storytelling"), to name a few.

EUCL@

We travel to festivals and industry events to catch up with the latest developments, strengthen our network, build new partnerships and show presence in "ask me anything" formats. The EUCL has been

WELCOME

by **Astrid Kahmke**

organizing a brunch at the SXSW Festival in Austin, an AMA at the New Images Festival in Paris, was present at the Venice Biennale Immersive, visited the Silbersalz Festival in Halle as expert and decisionmaker, has been invited to the Taiwan Creative Content Fest (TCCF) by TAICCA and to the National Taiwan Normal University in Taipei for Lectures and Keynotes, and closed the year with the Immersive Tech Week in Rotterdam.

We foster the development of immersive projects and support the international XR community.

Thanks to all our friends, partners, supporters, our mentors, and the fantastic team, but above all to our participants with their creativity for an amazing 2023.

The European Creators' Lab brings together participants and mentors from many different countries and from multiple professional backgrounds to exchange ideas, explore new ways of storytelling, and make use of the possibilities offered by cutting edge digital technology.

Since 2017 the European Creators' Lab has received financial support by the Creative Europe MEDIA Programme of the European Union, as the first European training programme dedicated to exploring immersive technologies and developing prototypes of immersive projects. The professional networks (and personal friendships) engendered by the "Talents and Skills" scheme of Creative Europe MEDIA, of which the Lab is a distinctive example, provide the basis for ambitious creative projects combining the skills and resources of several partners.

Producers of narrative immersive projects - like those initiated at the Development Lab - can apply to Creative Europe MEDIA for funding for further development in the framework of funding schemes such as "Video Games and Immersive Content Development", "European Co-Development", "European Slate Development" or "European Mini Slate Development". Furthermore, the Creative Europe funding schemes "Innovative Tools and Business Models" and "Creative Innovation Lab" provide opportunities for companies proposing digital solutions which help to make the creative industries in Europe more sustainable and competitive. As Creative Europe Desks, we wish you a fruitful and enriching experience at the Lab and look forward to discussing funding opportunities with you!

Creative | Desk
Europe | München

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Europe
MEDIA



TEAM

ASTRID KAHMKE

Head of European
Creators' Lab

Astrid works as a consultant and curator for immersive media. In her 35-year journey from theatre to festivals to filmmaking, Astrid fell in love with digital storytelling and immersive worlds. An award-winning producer of international feature films, she switched sides in 2013 and has since worked in training, consulting and events, fascinated by innovative tools and platforms for future narrations. She is a passionate networker, community builder and supporter of the European XR ecosystem. She launched the European Creators' Lab in 2017 and has been its director ever since. Astrid is the founder and CEO of IONDA GmbH and an internationally recognised expert when it comes to the future of our storytelling.



[LinkedIn](#) | [IONDA GmbH](#) | [Instagram](#)

MADS DAMSBO

Head of Studies

Mads Damsbo is the founder and creative producer at Makropol, an innovative production studio based in Copenhagen. Mads focuses on developing unheard narratives, utilizing emerging technology, provoking unexpected emotions and experiences in diverse audiences. Schooled as a Producer from the progressive film school Super16 and with a bachelor in Media Directing from the Danish School of Media and Journalism, Mads has since become an expert on the production of immersive media narratives, giving lectures, organizing workshops and teaching masterclasses all around the world. His latest production END OF NIGHT won the Venice Lion for “Best Immersive Narrative”.



TEAM

STÉPHANE MALAGNAC

Head of
Communications

Development Lab, Immersive Residency

With more than 27+ years of experience in broadcast, communication, immersive content creation and with his former position, knowhow and network as Head of PiXii Festival and Head of Innovation at Sunny Side of the Doc, Stéphane Malagnac brings together storytelling, production and distribution knowledges in the fields of XR and Heritage. Former chief editor in various French professional printed and online media, he's collaborating now as free-lancer consultant about international events, with mentoring actions, communication strategies and conferences' organizations.



JULIA WIRTH

Head of Event
Management

Prototyping Lab

Julia works as an event and project manager based in Leipzig. Combining her two passions - film and culture - she specializes in the fields of art festivals and media labs as well as film production. With her ambition and ability to create fruitful creative environments, she already partnered up with various festivals and production companies such as European Creators Lab, DOK Leipzig, Werkleitz e.V., In Good Company GmbH and Saxonia Media.



AGNIEZSKA KRACLA

Social Media
Management

Immersive Residency,
Prototyping Lab

Agnieszka is a social media manager based in Berlin. With a background in film production organization and media studies, she primarily works with companies in the audiovisual field.



TEAM

SIMON PARLANGE

Coordinator Lyon

Development Lab

Simon has been organizing and producing cultural events for more than ten years. His appeal for new technology and innovative projects made him focus his activity in the field of digital art and new media. He co-created and directed the Mirage Festival in Lyon from 2013 to 2020 which offered during 8 editions the opportunity to a large and various audience to discover hybrid and innovative projects proposed by a new scene of artists. He is now mostly using his experience and network as an expert and producer to help artists to produce and show transmedia projects.



KAROLINA MARKIEWICZ

Coordinator
Luxembourg

Immersive Residency

Karolina is based in Luxembourg, and works as a writer, director in cinema, art and theater as well as a highschool and university teacher in social sciences, digital sciences and cinema.

She also has an artistic practice mainly in collaboration with Pascal Piron, but also with Bruce Geduldig, Carole Lorang, Filip Markiewicz, Kevin Muhlen, Yuko Kominami, Ásta Sigurdardottir and Tamiko Thiel. Her collaborative and personal works reflect on the political essence and history of our human community. Her collaborative works include both documentary and fiction films, virtual reality experiences, as well as painting, photography and theater. She also writes screenplays and essays. She is the creator and redactor of Salzinsel magazine and co-creator of Kulturstruktur.

Some of her collaborative artworks were selected and shown at Mudam Luxembourg, Liechtenstein Kunstmuseum, Casino Luxembourg and in international events, such as the 56th Biennale di Arte di Venezia, the 76th Venice International Film Festival, the Rencontres Photographiques d'Arles or Geneva International Film Festival.



TEAM

CARL AHNER

Coordinator Leipzig

Prototyping Lab

Carl is a multi-disciplinary designer and researcher. With a background in material sciences, product design and media art he currently works as a research associate in a project about large-scale 3d-printing with recyclable, nature-based materials at the academy of fine arts (HfBK) Dresden - connecting science and art. Besides his master studies in design and interactions at HTWD, Carl works with robot-artist and musician Moritz Simon Geist on their latest installation „don't look at me".



3d-printing project
Moritz Simon Geist

MAXIM M. CHUBAROV KRASZAVIN

Documentation

Prototyping Lab

Maxim as founder of Kollektiv WERT bothers about the visibility and documentation of creative work and processes. Therefore he and his team are documenting this years program of the Prototyping Lab in Leipzig. Further Maxim works as creative consultant and conceptual artist. Notably, Maxim has cultivated valuable partnerships with prestigious collaborators, including DOK Neuland, ZiMMT Leipzig and Humboldt Forum Berlin.



TEAM

HANNA KÖNIG

Documentation and
Photography

Prototyping Lab

With a background in social sciences and humanities, Hanna is based in Leipzig and works in the field of visual and performing arts. With a focus on photography and cinematography, she collaborates with various actors in the arts and cultural sphere. Besides working independently with musicians and artists, she is part of Kollektiv Wert.



ACHIM KOLBA

Documentation

Prototyping Lab

Achim founded the collaborative online television hitness.club and runs the technic inside the Social TV STUDIO in Leipzig east. As a freelance camera operator and technician he is involved in many productions in Leipzig cultural scene. Next to that he is a musician both in rock bands and as solo artist.



JUNE 9–13, 2023

DEVELOPMENT LAB — LYON



DEVELOPMENT LAB — LYON



DEVELOPMENT LAB — LYON



MENTORS



DAVID ADLER

MENTORS

Danish director, David Adler, works with virtual reality and film. In his work he mixes an array of media, aesthetics and technology, always with a strong narrative structure and artistic expression.

Experimentation plays a central role in his experiences, he pushes the limits for what kinds of stories can be told in VR and alternative media while ensuring that they are situated in a larger artistic context.

Central to his experiences is the audience presence and relationship to the character in the story evoking awareness and empathy through their involvement. There is a harshness and poetry to his work that often revolve around historical events.

His latest narrative VR experience “End of Night”, tells the story of a Jewish man’s escape from Copenhagen during the Second World War, the entire story is experienced from the row boat he escapes in as you sail through the scattered landscape of his memories of that fateful night. “End of Night” won Best Narrative at the Venice Film Festival in 2021 as well as several awards from festivals around the world.

His projects under development span across various countries, for example Bhutan, Greenland and Ghana. He uses a variety of media: a fully immersive VR movie, a VR documentary and a feature length film. David Adler’s style of storytelling embraces using experimentation as a key part of development in order to challenge the narrative structure



EMMA BEXELL STANISIC

MENTORS

Emma is a writer, dramaturg, digital performing arts expert and received the the prestigious Thalia award in 2020. She is co-founder of performing arts group Bombina Bombast based in Malmö, Sweden. Under the artistic direction of Emma and Stefan Bexell Stanisic the group has transformed over a decade from a fringe operation in a dusty basement to a full team of collaborators with an in-house laboratory and portfolio of over 60 original works for stage and screen. The company tours worldwide and has presented at film festivals such as Cannes and IDFA DocLab. Having been granted national operational support, the company has proven its capacity for longevity and earned a reputation as a pioneer in performing arts, virtual reality and video design. Working across a myriad of disciplines and collaborating with local and international masters from a diversity of creative fields, Bombina Bombast occupies a position of outsized influence for an independent performance group in today's society.

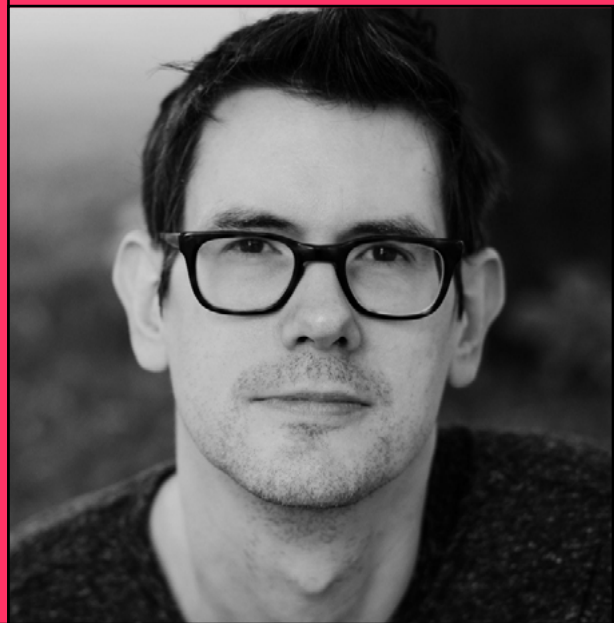


Bombina Bombast

KENT BYE

Since May 2014, Kent Bye has published over 1200 Voices of VR podcast interviews featuring the pioneering artists, storytellers, and technologists driving the resurgence of virtual & augmented reality. He's an oral historian, experiential journalist, & aspiring philosopher, helping to define the patterns of immersive storytelling, experiential design, ethical frameworks, & the ultimate potential of XR.

MENTORS



ONLINE MASTERCLASS

HSIN-CHIEN HUANG

Hsin-Chien Huang has been an accomplished new media creator since 1995. His career focuses on integrating cutting-edge technologies with art, literature, design, and stage performance. Huang's innovative projects encompass interdisciplinary interactions, performance, mechanical apparatus, algorithmic computations, and video installations. As a professor at the Design Department of National Taiwan Normal University, he promotes interdisciplinary collaboration through STEAM education and publication.

MENTORS



ONLINE MASTERCLASS

DARIEN DAVIS

MENTORS

As an interdisciplinary creative powerhouse, I bring a unique blend of skills and experience to the table. With a background in film and video, I'm a director, writer, and concept artist who knows their way around Premiere Pro, After Effects, Cinema 4D, and Adobe's core products. I'm also fluent in the language of cinema, from cinematography to lighting, production to direction.

I'm a visual engineer who can bring any idea to life with MidJourney, a tool/suite that I've recently used to develop workflows for fast 24-hour turnaround of comic books.



ONLINE MASTERCLASS

DANIELLE GIROUX

MENTORS

Danielle is an art/business professional working at the intersection of storytelling and technology. She is currently dedicated to the distribution & publishing of a diverse catalog of immersive narrative XR content at ASTREA. Part of the team spearheading distribution in the VR industry, Danielle's specialities lie in leadership and creative solutions. Some of the award-winning projects Danielle has worked on in distribution include Gloomy Eyes (Webby Awards 2021), Ayahuasca (Tribeca 2019), Battlescar (Numix Awards 2021), Madrid Noir (Tribeca 2021), The Dawn of Art (Emmy Nomination 2021), On the Morning You Wake (SXSW 2022), and Missing Pictures (Tribeca 2022)



ONLINE MASTERCLASS

Ioulia Isserlis is a Berlin based VR director, writer and producer. With strong roots in classical filmmaking, Ioulia dove full time into VR production 6 years ago and is the Co-Founder and CEO of AnotherWorld VR. She directed, produced and wrote PAPAN PEAK VR, that premiered at the 76th Venice Film Festival (listed as one of the 29 best VR experiences of 2019 by Forbes). Ioulia produced and co-wrote KOBOLD VR, that premiered at the 75th Venice Film Festival in 2018 and was named one of the 5 best horror VR games by Forbes. She co-produced BYSTANDING VR, that premiered at the Tribeca Film Festival in 2021 and won the Lovie Award and the 2022 Telly Award. Ioulia also wrote, directed and produced KOMEZ ALEF O that premiered at SXSW 2022.

At AnotherWorld VR she supervised projects for clients such as Balenciaga (AnotherWorld VR developed the entire S21 Balenciaga runway show in VR) and Hugo Boss.

Additionally, since 2020, Ioulia co-founded and is the CTO of Proof of Taste GmbH together with Max Sacker, Dennis "Denyo" Lisk (Platinum winning German musician) and Fabian Vogelsteller (developer of the ERC20 of Ethereum), which focuses on creating a music metaverse with the inclusion of blockchain technology.

Ioulia is a board member of the Virtual Reality Berlin Brandenburg association and a tutor for VR production at schools and universities.



GAYATRI PARAMESWARAN

MENTORS

Gayatri is a multi-award winning writer, director and producer of immersive works. She grew up in India and is currently based in Berlin, where she co-founded NowHere Media -- a storytelling studio that views contemporary issues through a critical lens. Gayatri works at the intersection of storytelling, technology and social change. Her work has been exhibited at the Venice International Film Festival, Tribeca Film Festival, SXSW, IDFA, Festival de Cannes, United Nations and beyond. She is a Sundance New Frontier alumna, has won the Tribeca Storyscapes Award for Best Immersive, SXSW Best Use of Immersive Arts and the Lumiere Award for Best VR documentary among other accolades. Gayatri is a guest lecturer at the Filmuniversität Babelsberg, Hochschule für Medien, Kommunikation und Wirtschaft (HMKW) Berlin, Filmakademie Baden-Württemberg and Züricher Hochschule der Kunst (ZHdK). She is an Erasmus Mundus scholar in War & Conflict Reporting and an alumna of the German Chancellor Fellowship.



NIKOLAJ STAUSBØL

MENTORS

Nikolaj Stausbøl (Staus) (DK) is a future experience designer with a focus on anchoring playful interactive stories into reality. His projects has a tendency to lean towards emulating photorealism w. volumetric capturing and shader work pipelines and anything that allows for a near realtime dialogue with code and digital creativity; Node based tools, generative AI storytelling, algorave live-coding, etc.

As a Creative Technology Director and Partner at Manyone, he's build numerous large scale XR and spatial projects for both large corporate clients and cultural institutions. His work has been exhibited at Venice Film Festival, SXSW, Copenhagen Contemporary, Las Vegas and United Nations Climate Assembly in Kenya to name a few.



PARTICIPANTS



ANA BELEN

Ana Belen Andrés is a Spanish filmmaker and producer, her work focuses on feminism and history, identity, cultures and mythology. She thinks that sometimes the best way to explain the present is to explore the past. Most of her career has been spent in television and film and multimedia production. She was a founder member of Cosmos FAN Spain | USA in 2021 and worked in the I Saraqusta Film Festival of Zaragoza. She has also experience in several different roles on film sets like line producer, (marketing director and distributor) (2019) at Si, Quiero, director of photography at 30 (2005) and assistant producer at La chica de la cárcel (2003) among others. She is now member of the board of the Film Academy of Aragon (ACA) and collaborates also writing on its web site.

She obtained an Honors degree in Technology and Multimedia from the University of East London. Her main interests are storytelling in film & theatre and new media. She is passionate about communication, innovation and design and highlights her involvement in education and distribution of performing arts.

She has joined with Room360VR organising VR events and is currently working in 180/360° photography and video. She is now also exploring and experimenting Immersive Techs and is finding ways to show its artwork on the Web3. She is willing to work in the development of virtual reality experiences, live immersive projects and the spread of new art forms. She loves to cooperate with other artists in Spain and abroad.

abelen78@icloud.com | LinkedIn

PARTICIPANTS



TATIANA COLLET APRAXINE

Tatiana is a French VR director/creator living in London. Tatiana extensively trained and worked as a theatre practitioner before transitioning to the VR/XR world. She completed her MA in Immersive storytelling from Royal Holloway in 2022 and is deeply fascinated about the potential of VR and XR to alter our sense of presence, consciousness, and to enhance the impact of the age-old art of telling stories. Her work centres on themes such as grief, trauma and embodiment - but is not devoid of playfulness and hope. Her VR short film The Descent won the inaugural Immerse UK Award in the Digital Art and Creative Storytelling category and will also be featured in XR festivals in 2023, including Cinequest Film and VR Festival. She is currently an artist in residence with Mediale, supported by Jerwood Arts, and Sage Gateshead, exploring the theme of "Truth and Testimony".

Contact | Social @tatianapraxine

PARTICIPANTS



LINDA CURTIN

Linda Curtin is a visual artist and award-winning filmmaker whose process is embedded in socially engaged arts practice and visual anthropology. Her experimental approach to the moving image brings ideas to life through alternative modes of visual storytelling in documentary, art film and immersive. Her work has screened in Ireland and internationally at film festivals and in galleries. Her particular interests are in co-creation and in experimental immersive film. Linda is currently collaborating with film director David Keating on SIT, STAND, SMOKE, a commission by the Crawford Gallery, Cork, using tableau vivant and 360 shooting to tell a little known story of a chapter in Irish history from 1921 and of the creation of the new Irish State.

Contact | www.immersive-ireland.ie

PARTICIPANTS



MATEJA FILIPOVIĆ–SANDALJ

Mateja is passionate about storytelling, visual communication and contemporary intermedia art. For the last six years she has been working in the field of culture, mainly in project management, organization and cultural production, as well as in the development of communication and public visibility of various international projects. She enjoys shaping stories and experiences and designing effective strategies to ensure their long-term viability across multiple platforms. She has been involved in the production of several educational and exhibition projects focusing on the promotion of new media art and speculative design practices, and has been part of the team of the Institute for Transmedia Design for the last three years. She also works as a translator and content writer.

Contact

PARTICIPANTS



CINZIA FOSSATI

PARTICIPANTS

Cinzia Fossati is a versatile artist active in costume and set design. With her academic background in scenography (HFF Film School in Munich) and architecture (Politecnico di Milano) and professional experience in film and theater, she blends creativity and technical expertise to breathe life into characters and spaces.

Cinzia's work has graced the stages of major theaters in Germany, Switzerland and other European countries and contributed to the success of over 20 award-winning short films, 3 feature films, social campaigns and multimedia installations.

Cinzia's endless curiosity extends to nature, art, science and technology, leading her to continuously explore new media, disciplines, and techniques to enrich her design practice.

From the first time she put on an head mounted display she was completely mesmerized by the magic of VR and immersive storytelling and she started exploring this fascinating medium. She participated in a jam session of VR creators organized by VR-Base and Google, and in a VR-Hackathon at EPFL Lausanne. Her experiments in TiltBrush garnered unexpected attention when a short video she crafted accumulated nearly 2 million views on YouTube.

Cinzia took part in a Masterclass in VR and 360 video at HFF Munich and in the festival "Challenge my Fantasy More", an exploration of theater, VR, and robotics at Theater Parkaue in Berlin. Last year, Cinzia was selected to join the Metaverse Creation Lab organized by Women in Immersive Technologies (WIIT); this immersive month-long laboratory focused on avatar creation, providing her with hands-on opportunities to discover new means of expression in VR.



FRÉDÉRIC FRANKEN

After several years working in the field of corporate communication and management, FrédéricFRANKEN founded Form'Maker in his hometown of Strasbourg. This nonprofit organization is dedicated to spreading digital knowledge and fostering the co-creation of innovative objects. It serves as a creative makerspace where numerous projects involving digital and connected design objects

have been recognized with several awards. These include the Maker of Merit award at the Maker Faire Paris exhibition, a bronze medal at the 15th European Lépine Competition in Strasbourg, and the Nouvelles Expressions Artisanales prize awarded by the Chamber of Trades in Alsace.

Currently, Frédéric is leading the NPO Maker Var, with the aim of promoting maker culture and advancing AR/VR technologies in the southern region of France.

Frédéric has been personally involved in 3D modeling and printing since 2015. He has authored several books on the topic, published by Editions ENI. Currently, he is focused on teaching geeks and makers how to build prototypes and create 3D prints using the CAD software Autodesk Fusion 360. His upcoming book will explore the use of the 3D software Blender for building Metaverse and AR/VR experiences.

[LinkedIn](#) | [Facebook](#) | [Twitter](#) | [Youtube 3D Prints](#) | [NFT collection 3D for Kids](#) | [NPO Maker Var](#)

PARTICIPANTS



DAVID KEATING

Award winning and critically acclaimed feature film director and screenwriter, David now also explores the world of immersive storytelling.

Inspired by his excitement for physical theatre, audio landscapes and visual art; David also runs workshops and masterclasses for BAFTA, Screen Ireland, Directors UK and at the National Film School in Dublin where he is Lecturer in Film Directing.

His first VR collaboration is with visual artist and filmmaker Linda Curtin. A commission from the Crawford Art Gallery, Cork, SIT, STAND, SMOKE is a dreamy and ironic exploration of the origins of two paintings of Irish freedom fighters from 1921 that reveal an unexpected backstory to the new Irish state.

PARTICIPANTS



MAGDALENA MACTAS

Magdalena Mactas is an anthropologist, multimedia communicator, and audiovisual creator. She has developed screenwriting and audiovisual pieces for TV and independent projects (documentary and fiction). She also worked as a journalist, writing about cultural and social topics for different media like the Perfil Newspaper, Haciendo Cine, and Loop.

Magdalena founded MAG, a hybrid multimedia and research agency based in Geneva, Switzerland, working for international clients.

Magdalena develops communications and engagement strategies for UNICEF, driving partnership opportunities between business and humanitarian organizations to create more resilient societies. She also works for Palexpo, one of Europe's most significant event venues.

After being selected for the Startup Academy program in Switzerland, she aims to develop a new project that includes immersive elements.

m.mactas@mag-agency.org | www.mag-agency.org | [LinkedIn](#) | [IMDB](#)

PARTICIPANTS



TERRY MADIGAN

Terry Madigan, a self-proclaimed tech champ and futurist, is defying the laws of reality one byte at a time. Equally comfortable deciphering code or directing a boardroom symphony, he's been skillfully navigating the Renewals, Communications, Security and Entertainment/Media sectors since flip phones were a thing.

He's an Entrepreneur and creative Engineer by day, virtual reality superhero by night, and occasionally on weekends, a 360 video wizard.

He's got his head in the cloud, quite literally, with multiple patents and leading advances in network and security, renewals, and the immersive realms of VR and AR. If he's not conjuring augmented reality spectacles, you'll find him on a quest to make renewable energy as viral as the latest meme. No network is too tangled, no security system too secure for him to untangle or fortify. His motto for today anyway is? "In a world of 1s and 0s...be a 10." Warning: prolonged exposure to Terry Madigan may result in enhanced tech-savviness and a sudden interest in renewable energy."

Contact

PARTICIPANTS



ALINA MIKHALEVA SAVELYEVA

➤ PARTICIPANTS

LAURENCE MOLETTA

PARTICIPANTS

I am an improvising singer, I explore the possibilities of the voice, without the text, I play solo with motion sensor gloves, which allow me to create polyphonies with my own voice. I work on vocal textures, game intentions, breath, silence, loops.

I am a composer and sound producer, I compose electroacoustic, instrumental, vocal music, sound designer. I create geolocated sound paths, immersive sound walks and images in augmented reality. The narrative is created on the ground, with the stories of the inhabitants, I cut in the audio material to bring out the stories. The public discovers the stories on their smartphone with the images in augmented reality.

My subjects are: tell me about your house, your village. I love make visible the invisible traces of the past through the stories of the inhabitants. I like to mix realities, past, present, imaginary in order to create a polyphonic hybrid world. I like the meeting of artistic aesthetics, it is very stimulating for me to work on multidisciplinary works. I dream of placing my voice on immersive works, solo or with other musicians...The voice brings intimacy, closeness, human warmth in a digital work. When a human voice is present in the work, the virtual object is embodied.

Contact | Laurence.Moletta@gmail.com



IVÁN MORTE I TAMAYO

PARTICIPANTS

Eclectic and creative had work always in hospitality and IT. Since the last boom of VR in 2015 have develop his work through cinematic VR with interest in Music, Arts, Heritage, Gastronomy and Comedy.

After collaboration with The Machine To Be Another multidisciplinary team likes to work the Augmented Virtuality inside xR.

With experience also in VR exhibition for events he is opening the third attempt of his VR venue Room 360



Room 360

MARIANNA PLOMARITI

Marianna is an experienced climate communicator and digital media creator who specializes in strategic communication and video production.

She was born and raised in Athens, studied political science, journalism, and new technology applications in Greece and Austria, and has worked in various roles in the media industry. She's passionate about creating narratives and visually engaging stories that promote an interactive dialogue with the audience, as she believes that understanding the reasons to act is key to behavioral change.

Currently, she's directing her very first VR non-fiction project, "we are the canaries", which explores the impact of coal mining on local communities and the environment.

Contact | [LinkedIn](#)

PARTICIPANTS



PABLO SERRET DE ENA

Spanish artist and independent filmmaker, based in Copenhagen. Son of a social worker and a mathematician, parent of two children. Working at the intersection of art, design and cinema, a multidisciplinary background that allows me to explore projects with a transversal approach, elastic thinking and huge curiosity.

For the past years, specially concerned about how to include ecological narratives within a critical art practice and very interested in the strategies used by science to build and organize knowledge from a poetic perspective. Nowadays fascinated by the potential of immersive technologies and its ability to create meaningful stories that reflect on what it means to be human in a digital world.

pabloserretdeena.com | pablo@pabloserretdeena.com
Instagram | [LinkedIn: pabloserretdeena](#)

PARTICIPANTS



CAROL SILVERMAN

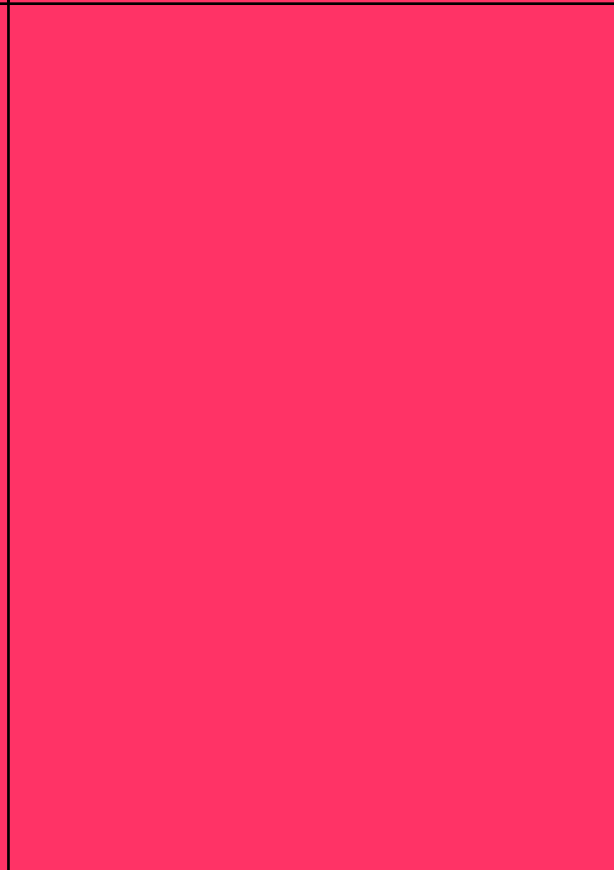
Carol Silverman is a multi-disciplinary artist whose work centers on the narrative power of objects. She believes that if we take a moment to listen, the worn, used, tactile things around us will tell us much about ourselves. Carol thinks of her day job as a decorator of sets for film and television as an object-based storytelling lab. She has had the opportunity to work with directors as diverse as Steve McQueen and Wes Craven among many others. She's decorated projects ranging from Saturday Night Live to feature film *The Hoax*, directed by Lasse Halström, to the HBO series *Boardwalk Empire*, for which her team was recognized by the Television Academy with four Emmy Awards.

After being introduced to room scale virtual reality in 2017, it was a natural transition to begin working in this exciting new three dimensional medium where anything is possible. Her first project, *BELONGINGS*, was included in *Raindance Immersive*, *FIVARS*, and *ANNY Best of Fest*. She received her MFA in Visual Narrative from the School of Visual Arts in New York in July 2020.

“I’m interested in thinking about the space between two dimensional and three dimensional storytelling; in what gives the viewer a sense of agency when experiencing extended reality, and why a particular story is best told using technology to alter observed reality. Also, real time experiences, non-linear narratives and live performance in Virtual Reality. Not necessarily all together at once.”

Contact | [LinkedIn](#)

PARTICIPANTS



EMMA TERNO

Emma Terno explores everyday rituals, their ceremonials and their modulations through virtual expansion. Inspired by new technologies, she explores our body heritage and the fabulous mechanism of body movement. As a choreographer, dancer and visual artist, she submits these choreographic rites to acoustic and virtual techniques to confront us with our habits and sensations. Body as a laboratory for experimentation, work and encounters with people from other disciplines and horizons.

Native of Monaco, she attended the Villa Arson (Nice, France) before obtaining a Bachelor's degree in Visual Arts at the ECAL (Lausanne, Switzerland) and a Master's degree in Scenic Art Practices (Bern, Switzerland). At the same time, she graduated from the Rainier III Academy of Music (Monaco) in electroacoustics.

Her work has been presented on several platforms in France (Plateformes chorégraphiques 2017, Festival Sobanova in 2016 / Paris) and in Europe (Skilt Festival / Bern, Festival Racconti di Altre Danze / Livorno). For the 2019/2020/2021 season, she is joining the LIPS Laboratory at GRAME (Lyon) as part of the Biennale des Musiques Exploratoires and is taking part in the Printemps des Arts (Monaco) as choreographer and performer on Sebastian Rivas' "Snow on her lips" project.

Her piece "Wonderbox" was broadcast during the Biennale Chroniques on Instagram in November 2020 and was performed (as a work in progress) at the Théâtre des Calanques (16 October 2021 - Marseille), at the Théâtre du Passage in Neuchâtel (Switzerland) and at le Croiseur (Lyon) in March 2023. In 2021, she participated at "Les Ailleurs" residency in Arles in order to confront life art to digital art. In 2022, she took part in Laboratoire Chorégraphique#2 and Opus#2 at the Abbaye de Royaumont, directed by Hervé Robbe, and worked with Master AD students at the CNSMD in Lyon, and also performing for Natacha Paquignon

PARTICIPANTS



NATALIYA VELYKANOVA

Nataliya Velykanova is the founder and art director of Gate22, a nomad cyber-Museum of Digital Arts and Design in virtual reality. An architect, designer and artist in her own right, she is a citizen of the world and dreamer too, working to foster inspiration and imagination in our daily lives and innovating in the Art and Culture sectors. She is committed to the development of virtual reality and the popularization of new art forms in France and abroad. VR experiences produced by Gate22 are shown at exhibitions and festivals in many countries around the world. Nataliya was also a co-founder and co-director of VRJAM, the XR festival, and initiator of XR community in south of France. She teaches creativity and proper use of immersive technologies by organising and leading workshops for students and professional artists.

PARTICIPANTS



Contact | [LinkedIn](#) | [Insta](#)

NADEZHDA YORDANOVA

My name is Nadezhda Yordanova AR professional from Bulgaria. I have background in animation, illustration and 3d art.

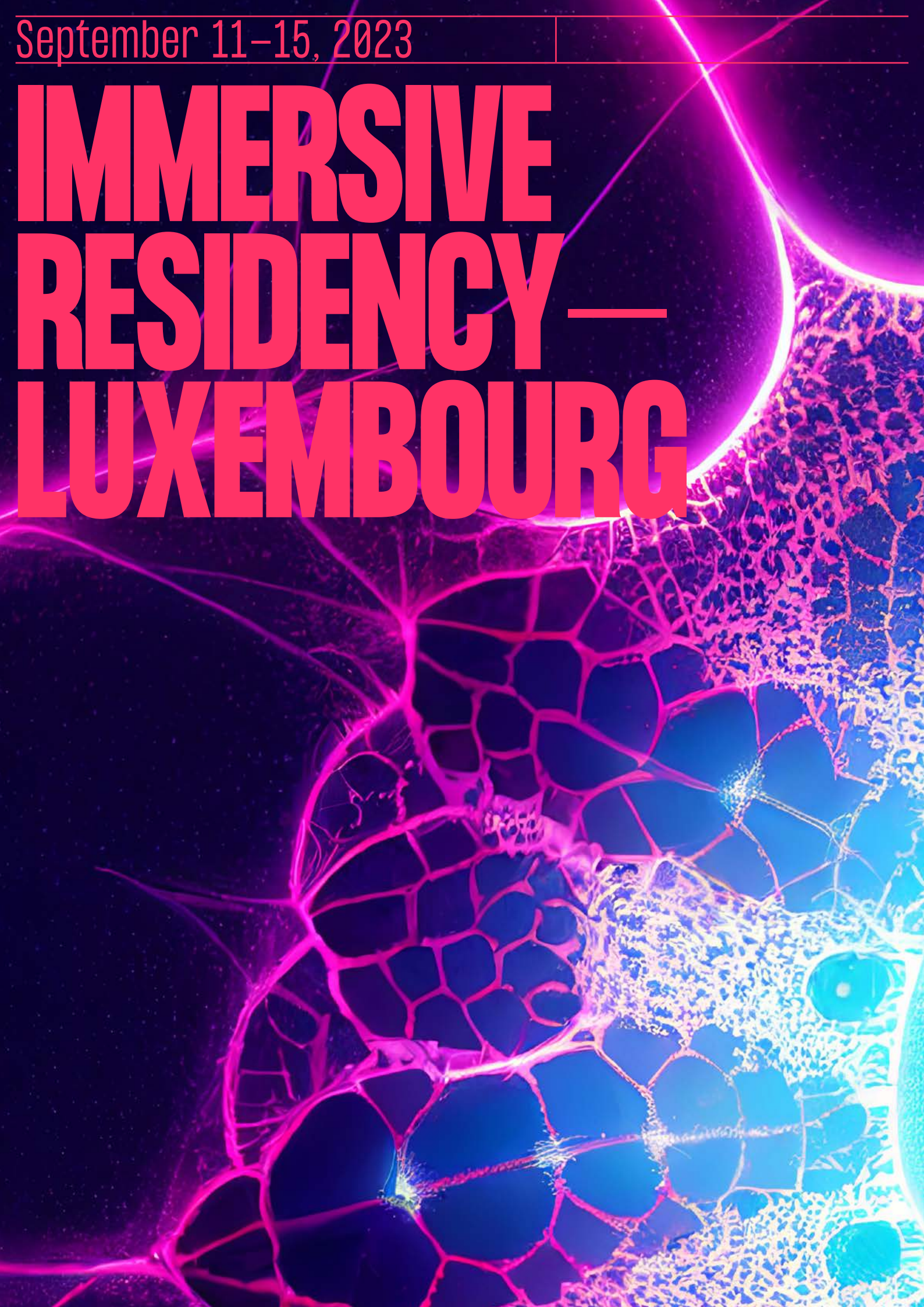
Currently I am working for the first Augmented reality startup in my country and expanding my way in the virtual reality. I have one published world for VR Chat and one custom avatar made by me.

PARTICIPANTS



September 11–15, 2023

IMMERSIVE RESIDENCY — LUXEMBOURG



IMMERSIVE RESIDENCY — LUXEMBOURG



JURY

For our Immersive Residency in Luxembourg, a jury has selected our projects and participants.

We specifically looked for narrative, immersive projects in early stages of development, but in any case, pre-production, that are thematically relevant, innovative and - realizable.

The jury not only had our upcoming 5-day workshop in mind, but also the further development and support opportunities we would be able to grant the selected projects. Not only will the projects receive tailor-made online mentoring, but we will also invite those projects to participate in the VR Professional Day at Lux Film Fest that are ready to be presented to the public in spring 2024.

In addition, we will offer our "residents" all our networking and support for the further development of their projects. Three of the projects from the Immersive Residency continue to work on their projects in the subsequent Prototyping Lab.



Myriam Achard

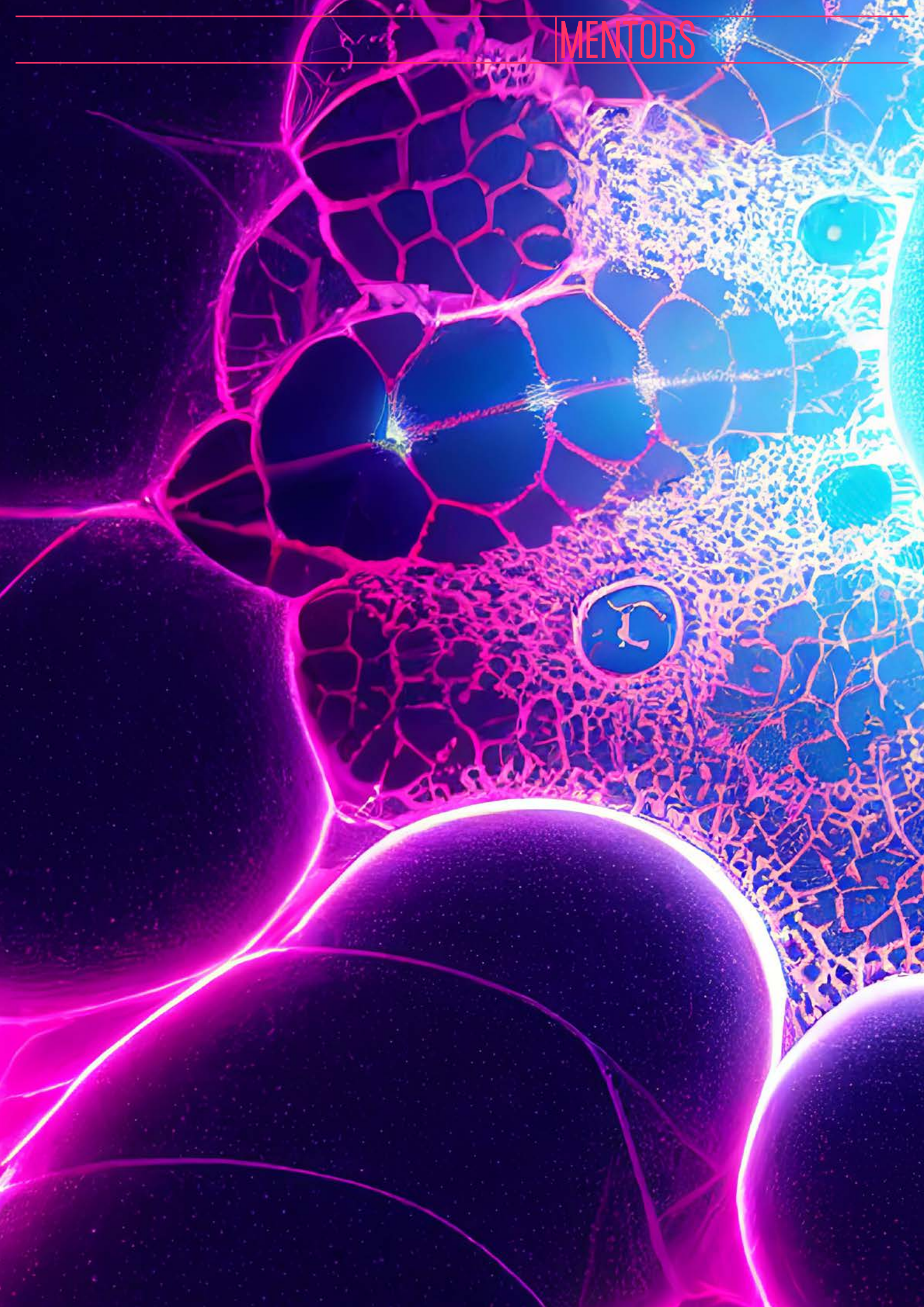


Carole Kremer



Mads Damsbo

MENTORS



DARREN EMERSON

MENTORS

Darren Emerson is an Immersive Artist, Director, Writer and Producer and the Co-Founder of London production company East City Films. His work uses Virtual Reality to fuse cinema, theatre, music, interaction, immersion and embodiment to create works that focus on notions of community both structured and organic.

In 2015 Darren created his first VR experience Witness 360: 7/7 which was selected in competition at IDFA Doc Lab. In 2016, his VR documentary Indefinite won the Immersive Commission by Sheffield Doc/Fest, going on to be featured in a specially commissioned New York Times Op-Ed. In 2018 Darren was commissioned by Creative XR to create the room-scale documentary Common Ground, which won Best Immersive Storytelling at Sandbox Immersive Festival, the Grand Prix Innovation at Festival du Nouveau Cinema, Best VR Experience at the Broadcast Awards, and Best VR Narrative at the World Press Photo Awards. In 2022 In Pursuit of Repetitive Beats launched at Coventry City of Culture with a 6-week sold out exhibition and won the award for Immersive Non-Fiction at IDFA Doclab. The project continues to tour International Festivals and Galleries to rave reviews.

In 2023 Darren served as Creative Director for 3 VR experiences commissioned by the Illinois Holocaust Museum and Education Center. He also directed one of these films, Letters from Drancy which is set to premiere later this year.



Ioulia Isserlis is a Berlin based VR director, writer and producer. With strong roots in classical filmmaking, Ioulia dove full time into VR production 6 years ago and is the Co-Founder and CEO of AnotherWorld VR. She directed, produced and wrote PAPAN PEAK VR, that premiered at the 76th Venice Film Festival (listed as one of the 29 best VR experiences of 2019 by Forbes). Ioulia produced and co-wrote KOBOLD VR, that premiered at the 75th Venice Film Festival in 2018 and was named one of the 5 best horror VR games by Forbes. She co-produced BYSTANDING VR, that premiered at the Tribeca Film Festival in 2021 and won the Lovie Award and the 2022 Telly Award. Ioulia also wrote, directed and produced KOMEZ ALEF O that premiered at SXSW 2022.

At AnotherWorld VR she supervised projects for clients such as Balenciaga (AnotherWorld VR developed the entire S21 Balenciaga runway show in VR) and Hugo Boss.

Additionally, since 2020, Ioulia co-founded and is the CTO of Proof of Taste GmbH together with Max Sacker, Dennis "Denyo" Lisk (Platinum winning German musician) and Fabian Vogelsteller (developer of the ERC20 of Ethereum), which focuses on creating a music metaverse with the inclusion of blockchain technology.

Ioulia is a board member of the Virtual Reality Berlin Brandenburg association and a tutor for VR production at schools and universities.



FRANÇOIS LE GALL

François Le Gall, executive producer and co-manager of a_BAHN (Luxembourg), is a pioneer in new media. He produces audacious documentaries, animated features and immersive experiences (Tupac Martir's Cosmos Within Us, Jan Kounen's 7 Lives and Ayahuasca), with always an international reach. A graduate of the EAVE Producer Workshop 2020, he is a founding member of ALPA/XR (Luxembourg Association of Animation and Immersive Experience Producers), and co-founder of Luxembourg's first immersive arts studio, Velvet Flare.

MENTORS



JOHAN KNATTRUP JENSEN

MENTORS

Johan is an award-winning film director, writer, and artist living in Copenhagen, Denmark. He graduated from film school in 2012 and has been working extensively in the fields of cinema, performance, and installation. His work has been screened and exhibited at festivals and museums all over the world, including Cannes Film Festival, New York Film Festival, London Film Festival, Locarno Film Festival, and CAFA in Beijing. His recent work includes 'The Doghouse' (2014), 'Ewa, Out Of Body' (2016), 'The Shared Individual' (2016), 'Anthropia' (2017), 'Martyr' (2020), and latest 'Homecoming' (2023) . He's been awarded multiple grants and prizes for his contributions to the arts. From 2015-2020 he teamed up with producer Mads Damsbo in spearheading the progressive production studio MAKROPOL.



Vassiliki is an award-winning creative producer. Cofounder of iNK Stories, the acclaimed studio known for its genre defining approach to storytelling and creative technology—with a distinctive pedigree across immersive, games, films, XR, and blockbuster AAA franchises.

iNK's original titles have received the industry's top honors, including the recent 2023 Sundance + Stars Collective Imagination Award for Best Metaverse, BAFTA Nominations, AIS Lumiere Award for Best Immersive, META's Game of the Year, Tribeca's Storyscapes Award, Mobile Game Award Winner, IGN's Best of E3, and Academy of Interactive Sciences for Best Game, Telly Award, New York Game Critics Awards for Best Writing and Best Game, Dice Award Nomination Best Game and Best Director, Jury Top Prize at IndieCade, Nexon Award, UNESCO and more. Collaborations include Louverture Films, Meta, Google, Verizon, Pico, Microsoft, and more.

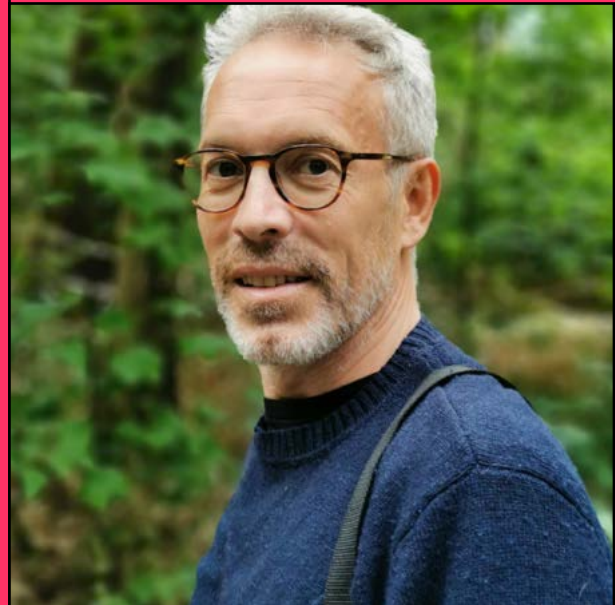
Khonsari's background is as a Visual Anthropologist and documentary filmmaker, and contributes to the dialogue of inclusion and equity in the entertainment industry. Khonsari consults and mentors at top institutions like Sundance, Tribeca, CPH:Dox, AIDC, Visions du Reel, and Talent LabXR. Founding Member of Rolling Stone Culture Council, PGA's Women's Impact Network and Ambassador for Women in Games.



PAUL TYLER

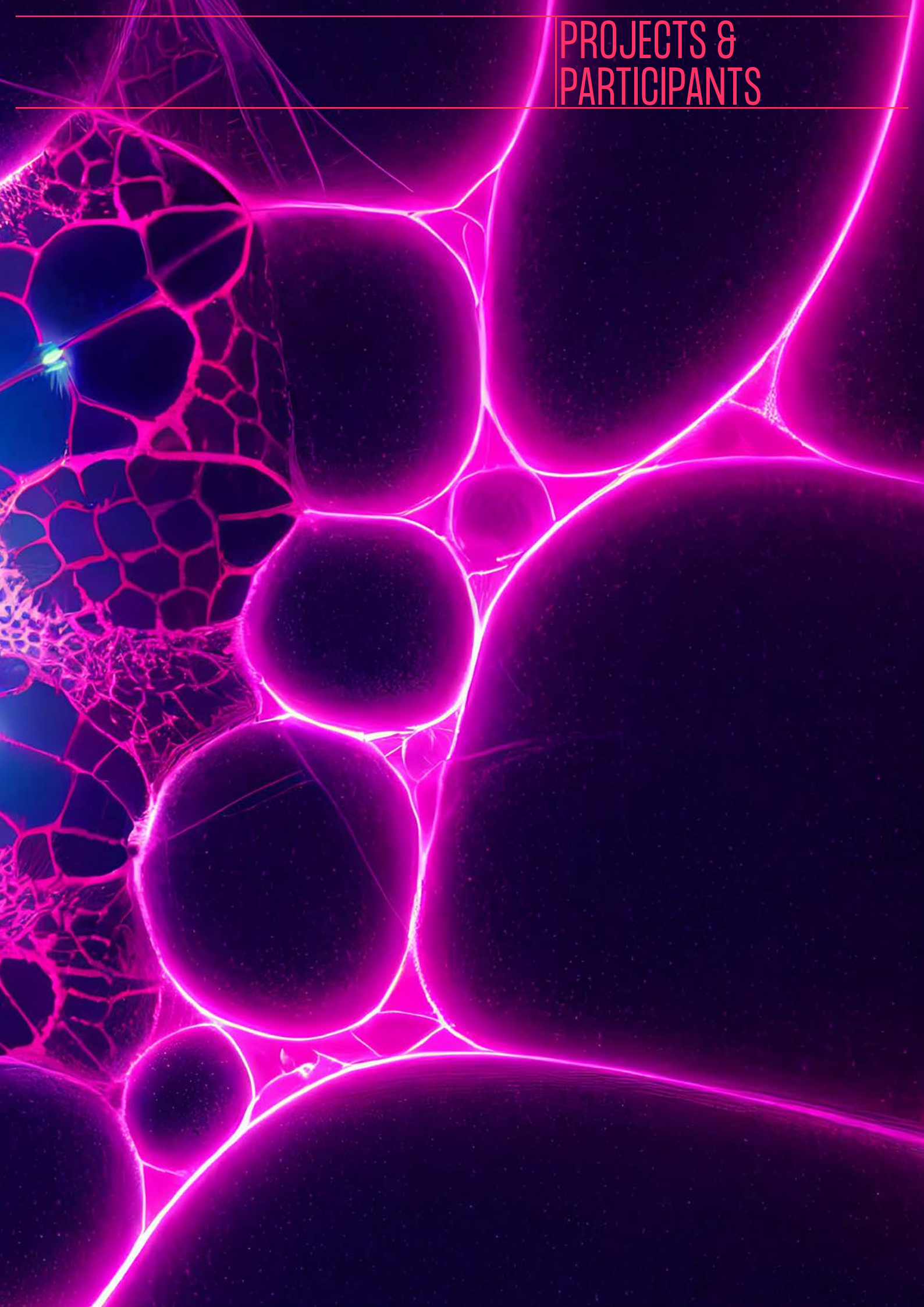
MENTORS

2006 Paul Tyler (UK) set-up Handling Ideas to provide online & in-person story consultancy for writers, directors and producers around the world. His unique method for handling stories draws out the relationship between story, theme and audience. He brings years of experience developing & creating concepts, strategies & projects within the cultural, public & corporate sectors that all started with four years in theater production and touring, followed by twelve years at the BBC, ending up as a TV producer and studio gallery director. Paul has worked for hundreds of clients and countless projects across 20 countries, applying a highly developed analytical, creative & often humorous approach to reveal the complex ecosystems in which we work, rest and play. Paul is based in Copenhagen.



Handling Ideas

PROJECTS & PARTICIPANTS



275 MILLION BIRTHS AND DEATHS

Is life worth passing on? Will the world be livable in 30 years? Will I be a good mother? Do I sacrifice my personal freedom?

In 275 MILLION BIRTHS AND DEATHS I share my doubts about whether I want to bring a child into this world. Meanwhile, the clock is ticking. My body feels like a train that cannot wait, continuously moving forward.

I will take the viewer on an imaginary train ride through time and space to seek advice from my female ancestors: my mother, grandmother and great grandmother. These 3 generations of Iranian women share their experience with us and challenge my doubts with their tales on personal happiness, responsibility and love, inspiring for every man and woman.

Starting from my personal emotional process about the life changing decision of motherhood, this VR connects with the universal and existential experiences of all women from different classes who face inequality, conflict, trauma or social pressure.

275 MILLION BIRTHS AND DEATHS is a 6 DoF interactive VR created with stop-motion that questions the complexity of doubt and self-determination in today's world and invites the audience to feel and listen to themselves.

BELGIUM



AZAM MASOUMZADEH

Born in Isfahan (Iran), Azam Mazoumzadeh is an award-winning storyteller who's work has been shown in South Korea, Canada, Switzerland, Germany, and Belgium.

She has a background in speculative narration (L'ERG, Belgium) and is trained as a comic artist (LUCA – School of Arts, Belgium) and digital storyteller (KASK, Belgium).

In 2020, her multiplatform project, based on the poetry of Omar Khayyam, 'Glad that I came, not sorry to depart' received a Special Mention at Anima Festival. 'Glad that I came, not sorry to depart' is not only an animated VR experience, but also an AR exposition and AR comic book.

DIRECTOR



AN OOST

Cassette for timescapes produces films and XR projects that combine innovative vision and social or political engagement. It is one of the leading production companies for documentary and VR in Belgium. It has successfully co-produced with the US, UK, France, Germany, the Netherlands and aims at distributing its films worldwide. Cassette for timescapes is a team of 4 women. Founder and producer Emmy Oost started

Filmpact, an organization that implements impact producing in Flanders. Specialised in digital storytelling and XR production, producer An Oost has taken projects to NewImages XR Development Market, IFFR Pro CineMart, IFFR PRO WIP Darkroom and the Venice Gap Financing Market.

PRODUCER



BETWEEN I AND AI

“Between I and AI” is a performance about a magician’s anxiety to remain in the magicians’ hall of fame as new competition appears in the shape of unknown magical forces. Without her knowing, AI is influencing the show and the magician cannot avoid the confrontation with this most peculiar adversary. Her tricks take a different turn and her initial fear gets amplified by this lack of control. But the show must go and the most important trick for it to continue is to make fear go away.

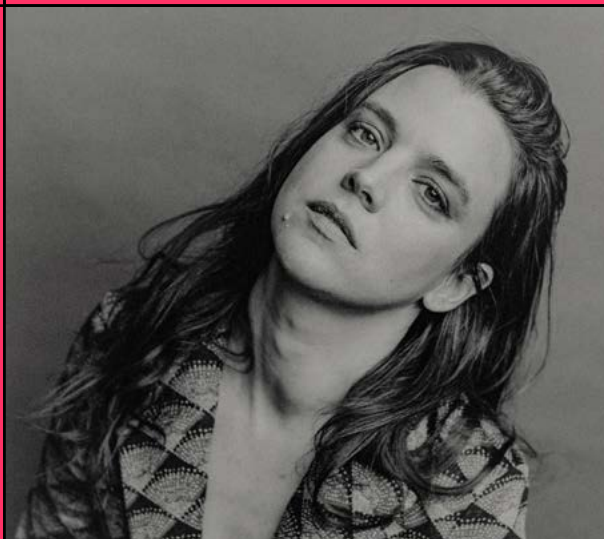
This project is a eulogy to the power of vulnerability and authenticity- a human capacity that cannot (yet) be reproduced by AI. The fear we can experience as humans to be replaced by AI, or as performers who feel that our presence, expression and skillset might become obsolete, encapsulates the huge shift we are currently experiencing in the face of AI. The need to survive as a human and an artist in this new era, has motivated the creation of this magic show and wants to remind us of the magic capacity that our humanness holds.

LUXEMBOURG

CATHERINE ELSÉN

Catherine is a multidisciplinary performer working at the crossroad between theatre, movement and music. She holds an MA in "The body in performance" from the Trinity Laban Conservatoire of Music and Dance, London. Over the last 15 years she has performed extensively in the work of others, as well as developed her solo practice. She is the artistic co-director and voice/movement artist of "The Assembly" and its sequel, "The Memory of Voice": a multi-dimensional sound projet produced within the programme of Esch22. Awards include "Best Actress" for the main role in F. Zeimet's web series "W" from the NZ Web Fest and the award for "Young Hope" at the Luxembourg "Theaterpräis" 2021.

DIRECTOR



GILLES SEYLER

Gilles has a background in theatre pedagogy with a diverse artistic experience based on theatre and audiovisual works. His practice includes video mapping and immersive techniques in theatre.

CREATIVE TECHNOLOGIST



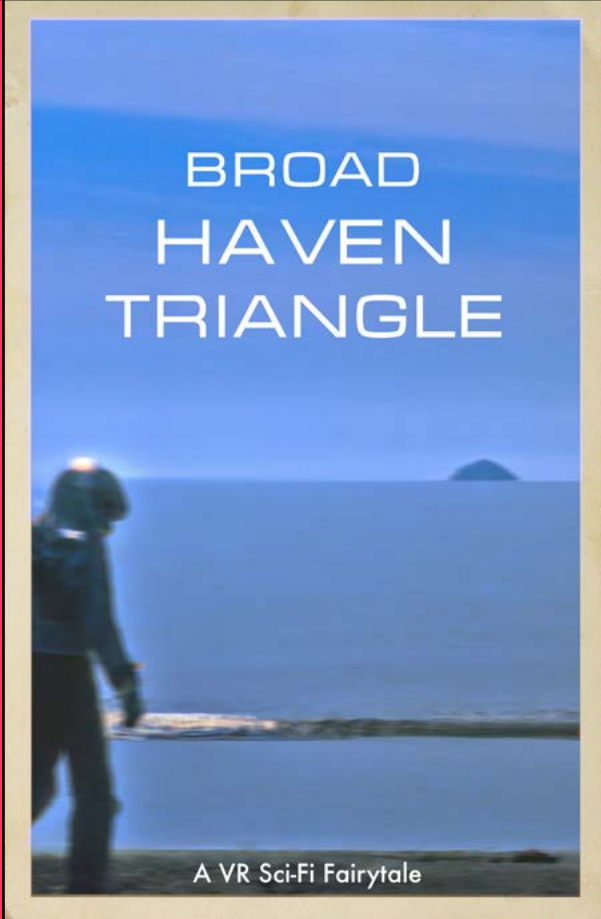
BROAD HAVEN TRIANGLE

Triangl Aberllydan

Virtual reality teleports you to 1970s Broad Haven on the coast of west Wales, where a group of children witness a UFO land in the field behind their school and encounter a silver-suited alien, but nobody in the adult world believes them.

It heralds an extraordinary year of unusual happenings. Pembrokeshire is known as 'Gwlad Y Hud' (Land of Enchantment), with stories of fairies, witches, ghosts, mermaids, sea monsters, disappearing islands and an ancient drowned city. This bilingual project looks at the similarity between fairy and alien sightings, weaving together witness testimony, Welsh fairytales, 70s sci-fi and music in a surreal, often humorous, docu-mystery XR experience inspired by the unsolved "British Roswell", one of the most important UFO incidents in UK history.

WALES/UNITED KINGDOM



TRACY SPOTTISWOODE

Tracy is a multi-disciplinary filmmaker from Wales with a background in performance and stage design.

Her first animated film, CODENAME CORGI, won 2 x BAFTA Cymru awards, 1st at BAF and Gold at Chicago IFF. In 2018 she received a Creative Wales award for XR storytelling, creating A SIGNAL ACROSS SPACE / ARWYDD DRWY'R AWYR, the first artistic 360VR film in Welsh and English. It premiered at Wales Millennium Centre in 2022. Tracy is developing features as well as immersive projects and her recent short - SALLY LEAPT OUT OF THE WINDOW LAST NIGHT - has won awards at festivals internationally, including Best Female Director at Venice Shorts 2023, Best LGBT+ Film in Stockholm City FF and the Chapter Queer Short Film Prize. She is currently joint Talent Development Manager at Ffilm Cymru Wales.

DIRECTOR



BROAD HAVEN TRIANGLE

DAVID MASSEY

David is an award-winning Digital Producer and Curator with over two decades of working in digital content production, leading and producing creative experiences through storytelling for broadcast media arts. As a creative lead I have designed and created content for clients including BBC, Film Cymru Wales, The Space, WNO and BFI. I am skilled in digital production, broadcast, XR storytelling, curation and programming.

WALES / UNITED KINGDOM

PRODUCER



CLOUD CONTROL

Cloud Control is an interactive VR installation about the risks of weather engineering. The experience aims to raise awareness about the human fallacy that technology will save us from the human made environmental challenges. In a fictional world plagued by heatwaves, the viewers use gestures and movement to create clouds and influence the weather. As they master their abilities, they induce rain and craft awe-inspiring cloud formations, providing relief to the virtual ecosystem. Yet, as they push the boundaries more and create bigger and bigger clouds, these actions trigger a cascade of unpredictable events. The once beautiful scene transforms into a chaotic landscape with storm clouds and heavy rain, underscoring the unintended consequences of their actions.

GERMANY



ARIANE DOEHRING (ARI BLAU)

Ariane is a director and social psychologist based in Berlin. Wishing to understand and to address the human condition, she studied social psychology and philosophy in Amsterdam, Berlin and Vienna and took filmmaking classes at the School of Visual Arts in New York. She directed documentaries on the future of work, education and sustainability and various music videos. Currently she is exploring the intersections of (social-)psychology, climate change and new media, developing her first VR project "Cloud Control" inspired by her interest in meteorology. Beyond her film projects, Ariane has worked at the Max Planck Institute for Human Development on Social Learning and is co-founder of a model school for future-oriented education in Berlin opening 2024/25.

DIRECTOR



ALEXANDER HERMANN

Alexander is General Manager and Head of Development at Expanding Focus GmbH, a content studio for VR experiences or as he likes to put it: a playground for virtual spaces. Before he worked as project consultant at the Institute of Animation at the Filmacademy Baden-Württemberg in the department of Interactive Media. He studied dramaturgy (LMU Munich), Multimedia Art (University of Applied Sciences Salzburg) and Production (Filmacademy Ludwigsburg/ La FEMIS Paris). He is passionate about bringing together storytelling and science and aims to create new formats and unique approaches of narration and knowledge transfer.

PRODUCER



IRREGULAR HEARTBEATS

"Irregular Heartbeats" is an immersive mixed reality animated narrative that delves into the complex relationship between two brothers who share a deep love but possess conflicting worldviews. This emotionally charged experience is set within the confines of a virtual coffee shop, where the story unfolds at a central table where the two brothers sit. As the narrative unfolds, it seamlessly weaves in and out of past events, allowing you to decipher the unspoken emotions and tensions that simmer beneath their conversations.

UNITED KINGDOM, GERMANY



ALEY BARACAT

Aley is a multi-award-winning creative technologist/director with a passion for creating narrative immersive AR/VR experiences. He has a double major in Computer Engineering and Graphic Design, a minor in Mathematics (graduating with highest honors and awarded exemplary student), and an MA in Independent Game and Playable Experience Design with distinction. Aley's work has been showcased in several countries, including the UK, Belgium, Germany, Egypt, Dubai, France, Lithuania, and Qatar. He was awarded both Gold and Silver for the Cairo Design Awards 2022 for his most recent projects, "El-Manseb" and "The Game of Me."

Aley has worked with leading industry experts, such as Emmy award-winning No Ghost and immersive theater giants Punchdrunk. In 2023, he was also the youngest Virtual Reality creative director selected for the prestigious Venice Biennale VR College in 2023. Aley's work revolves around exploring the accessibility of knowledge in relation to power, and he relies on emotional design, channeling his personal experiences, thoughts, and emotions into his projects. Apart from work and academics, Aley is also an independent artist and musician (pianist / singer / songwriter), currently working on his debut Arabic album, which he has entirely written, arranged, and co-produced. His music has been featured in multiple newspapers, including Arab World, Scene Noise, and CairoScene. Aley's last single received over 350K streams, was added to 8,548 playlists, and hit the top charts 99 times.

DIRECTOR, CREATIVE TECHNOLOGIST



IRREGULAR HEARTBEATS

LILIAN HESS

Lilian Hess is an independent director and creative producer based between Berlin and London. A documentarist at heart and former scholar of Modern Literature and Social Studies, Lilian works across film, photography, audio and immersive formats. Her work predominantly explores the politics of the body and personal histories and has been exhibited at festivals across Europe and the US. Her most recent feature documentary *Observations at 65o South* was acquired by Netflix in October 2022. Across the past four years, Lilian has established herself as an accomplished director and creative producer in the field of Extended Realities (XR). Her projects (*Cosmos Within Us*, *Off The Record*, *Haunted Hotel*, *Ekhos*) have been exhibited at A-List festivals such as the Venice Film Festival, won multiple awards and raised attention in the press and across the industry. The artistic installation *Duchampiana* is her debut as a VR writer/director and is due to premiere in autumn 2023. Lilian is an alumnus of the esteemed Biennale VR College (2021) and Berlinale Talents (2022).

UNITED KINGDOM

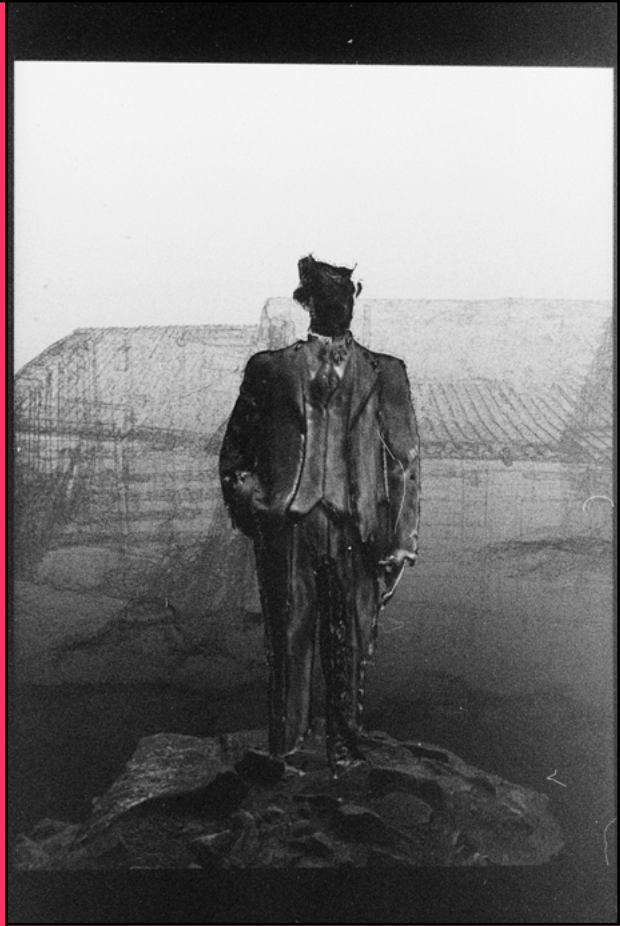
CONSULTANT PRODUCER



LIBRARY OF DREAMS

The Library of Dreams is an interactive narrative VR experience based on the research of dreams people saw in times of political repression and wars in the Third Reich, USSR, and modern Russia, where dreams overcome censorship and report pain. By collecting and recreating dreams, we create an alternative universe, a universe of authentic feelings. It's a documentary-based embodied experience where the user is traveling through the dreams of different people living in different times under oppressive regimes. Many of the heroes of our research lived an "ordinary life", awake, they did not express any resistance to the political situation. It seems important to us to show the duality of consciousness that is inherent in all who have experienced the collective trauma of state terror.

GEORGIA



JANE RZHEZNIKOVA

Multidisciplinary artist based in Weimar/Paris. Her research focuses on the intersection of theatre and transmedia and examines the problems of private and cultural memory, and post-imperial mentality.

CREATOR, DIRECTOR



Alina Mikhaleva is a Russian-Ukrainian born and raised in Crimea. Alina built her career in news media & marketing before transitioning to XR in 2015. Working in news media since 2007, Alina witnessed digital revolution in the news industry from within. Seeing the overall struggle of the news business to stay relevant to audiences worldwide, Alina shifted her attention to future formats of audience engagement - Virtual and Augmented reality.

In 2016, Alina co-founded an LA-based VR Studio Spherica and started creating immersive content for clients ranging from AP, HBO, RYOT to Lexus, Google, and many others. Her experience in digital media and immersive tech has led her to develop a deeper interest in how human brains interact with content at large, and inspired her to launch a new initiative. In 2020, Alina founded Less Media Group to drive change in the media industry and utilize technologies to create deep human connections.

Since 2020, Alina has been running virtual events and helping audiences to connect in virtual reality. In 2021, Alina was invited as a tutor to Biennale VR College and organized large-scale VR exhibitions showcasing Venice VR selection as a Moscow satellite venue in both 2020 & 2021 bringing the best of VR content to new audiences. Since 2020, Alina has partnered with ENGAGE XR platform to run Virtual Events and Client teams for this quickly growing XR platform. Clients that run events on the platform include 3M, HSBC, Abbott, Unilever, and many other Fortune 500 companies that explore business communications in the metaverse.

In 2022, Less Media Group organized Digital Autumn: Sensations VR Festival in Kazakhstan, Uzbekistan, and Russia in partnership with the French Institute. The selection of best XR works, including The Key by Celine Tricart. As part of the Digital Autumn VR Festival, Less Media Group also organized an open educational course for digital artists from post-Soviet countries with a focus on the narrative development of XR projects. 20 artists were selected from over 80 applications. The 10-day educational program included virtual tours across different social XR platforms, master classes from creation tools including Gravity Sketch and Shapes XR, and meetings with leading XR creators. 7 artists were selected to pitch during the final presentation held virtually on the ENGAGE platform. Less Media Group plans to continue the Digital Autumn initiative to educate and promote XR as a storytelling medium in Post-Soviet countries in 2023.

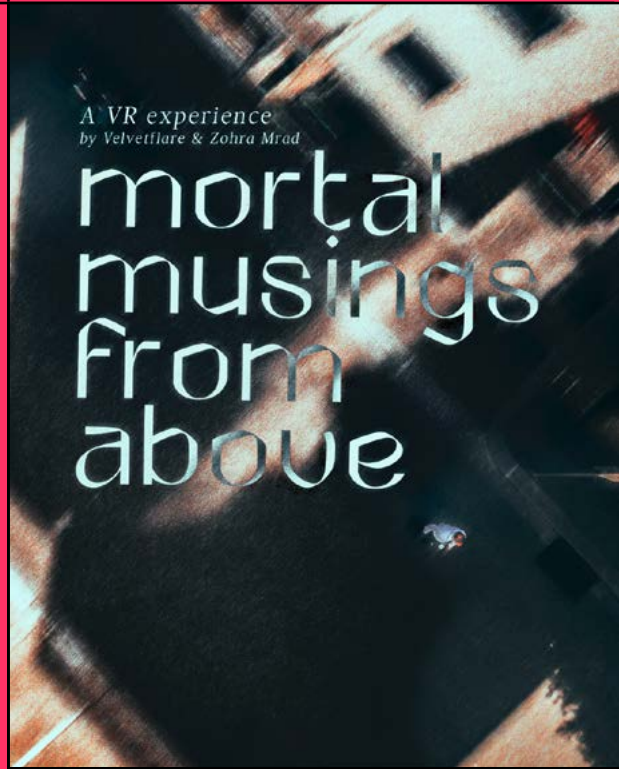


MORTAL MUSINGS FROM ABOVE

Mortal Musings from Above is an innovative, immersive virtual reality experience that plunges users into an existential exploration of life, death and nature. Harnessing the power of technology, artistry, and poetry, it leverages a quartet of drones to provide a transcendent, out-of-body journey.

As participants strap on their VR headsets, they are transported into a uniquely individual yet collectively shared spectacle, with real-time drone-captured imagery serving as their sky-bound eyes. The imagery seamlessly blends reality and fantasy, creating a surreal dreamscape that disrupts traditional perspectives. Guided by an ethereal voice, participants are encouraged to contemplate deep, thought-provoking themes, bridging the gap between observer and observed, and offering a fresh perspective on their own mortality and the world around them.

LUXEMBOURG



ZOHRA MRAD

Zohra Mrad aka @Mradzo is a visual artist and interaction designer.

Her work invites a dialogue between the human experience and technology, exploring the intersections between open-source media and manual techniques like stop-motion, engraving, and painting. Zohra's focus on interactive installations and generative, textured and contrasted visuals challenges viewers to transform from passive observers to active creators. She collaborates with artists from diverse backgrounds to create immersive experiences that consider sustainability, inclusion, and movement. Her abstract and highly contrasted visuals, adapted to various mediums, are a reflection of her deep interest in the human sensory system, neuro-science, and traditional printing methods. Zohra is currently exploring how immersive performances and interactive installations can help us cope with the world around us.

As a member of the artists collectives B-Saad and Zolei, Zohra has been nominated for the Luxembourg Design Awards 2023 and exhibited her work in Europe and Tunisia.

She has a BA in graphic design and digital communication from ESAIG, Paris (Ecole supérieure des Arts et Industries Graphiques) and graduated from The Gobelins School, Paris with a BA in Interactive Design and a MA in Design & management of interactive innovations.

ARTISTIC DIRECTOR



MORTAL MUSINGS FROM ABOVE

DAMIANO PICCI

LUXEMBOURG

CREATIVE TECHNOLOGIST, SOUND ARTIST

Damiano Picci is the CEO and studio director of Velvet Flare, a creative entrepreneur, and a contemporary digital music composer from Luxembourg. After studying music at the Conservatoire de Luxembourg and earning a Bachelor's degree from the University of Darmstadt on the topic of conceptualising and designing musical interactive artificial intelligence based on supervised learning, Damiano Picci founded his first company in 2018. Following an enriching tenure at Galaxy Studios in Antwerp, where he gained invaluable experience in spatial sound and orchestral music, Damiano returned to Luxembourg. His focus shifted towards composing music for dance, theater, and immersive installations. He adeptly merges traditional composition techniques with the design of musical interactive artificial intelligences and generative music systems, continuously bridging the gap between music and coding. Since then, in collaboration with his partners, he has established seven companies that delve into various cultural and media sectors, all the while developing the professional growth of Luxembourg's creative industries. Owing to his strategic vision and diverse skills, Damiano has executed a plethora of projects, ranging from promoting performing artists to conceptualising immersive media installations, ensuring every creative niche benefits from his expertise.



POWER

POWER is an immersive and interactive installation for a young audience that plunges us into a graphic, poetic and ecological epic.

The Tree testifies to the madness of humanity — called The Big Black Cloud — guilty of a terrible upheaval on Squarlandia, their nourishing land. Using connected objects, The Tree invites the children to act and regain the lost natural balance and live a unique experience.

Four worlds can be explored, one by one, in the order chosen by the children. AQUALYS, the Ocean. ARIDIA, The Desert. OXY, the Forest. And ICETIR, the Ice's land. Guided by the Tree, children will have to re-balance the natural elements. But it is to ignore that playing on the four worlds triggers a big catastrophe, under the emotion of the Tree, totally helpless. The children will have to find a strategy and use their knowledge acquired during this journey to fight The Big Black Cloud. After that, the alchemy operates and the magic world begins.

FRANCE



SAM GREFFE

With a career spanning over 15 years in film production, I've had the privilege to explore various roles, from technical positions to directing and producing. Joining NORMAL studio in 2015 was a turning point, where I had the opportunity to contribute to several flagship projects.

My curiosity led me to explore new markets, including immersive courses, e-sport events, and virtual reality. I had the chance to collaborate on innovative shows like "Life Reflected" with the National Arts Centre Orchestra and "Cité Mémoire" with the Lemieux and Pilon duo.

In 2020, I joined Paris-based VFX boutique Mathematic, expanding their high-quality VFX offerings to unique canvases, serving companies like Moment Factory. Since 2019, I've been envisioning my own experiences, assembling talented teams for each production. We blend our skills in stagecraft, film, video games, projection mapping, AI, machine learning, and real-time creation to craft unforgettable moments where story and emotion intertwine.

CREATIVE DIRECTOR



POWER

ÑANANDA SAFO

CANADA

SCRIPTWRITER & DIRECTOR

Born in France, Ñananda is a graduate of the ENSAB (Ecole Nationale Supérieure des Arts de Bourges), a reputable Art School in video art and digital drawing. Initially a visual artist, she experimented different practices, from illustration to video art and photography.

Then, she turns to the cinema. So, filmmaking is both like a logical outcome and continuation of her relationship with the image. Multi-award winning, she freely explores fiction, documentary, animation and more recently immersive creation with 369, a virtual reality experience and POWER, an immersive and interactive installation.

Mainly focused on the exploration of sacred, wild and powerful femininity, Ñananda often chooses to represent a sublimated, refined vision of reality.

Immersive Art is at the crossroads of her passed approaches and opens up her creation's possibilities.



RADIO LUXEMBOURG

“Radio Luxembourg – The Station that Changed the World” is a 360° transmedia documentary project exploring the fascinating stories of Europe’s most influential commercial radio station and its formative influence on generations of listeners.

LUXEMBOURG



DOMINIQUE SANTANA

Dominique is a writer, director and transmedia storyteller. As a creative filmmaker and public historian specialized in digital media and immersive storytelling, Dominique has been inventively bridging the gap between the creative world of filmmaking and transmedia storytelling and historical narratives, as with her recently released transmedia documentary A Colonia Luxemburguesa (2022).



ALEX WITTHOLZ

Alex Wittholz is the Founder and Creative Director at Helios Design Labs, a multi-disciplinary design studio specialized in the creation of unique interactive experiences. Driven by design, emerging technologies and a firm belief in the power of stories, Helios seeks out projects that inspire and create change for the better. Our collaborations range from global brands and institutions to artists, academics and filmmakers that are willing to explore the expanding horizons of interactive storytelling. Helios is based in Toronto, with collaborators around the world.



ROSE BOY

In April 2000, a junior high school student was found dead after, as usual, taking advantage of the last 5 minutes before dismissal to use the restroom. This incident was marred by controversy, with different versions of the cause of the boy's death emerging based on various testimonies and unconfirmed speculations.

Rose Boy draws inspiration from this real-life event. Through the 4-phase XR experience, the viewers delve into various perspectives of the mother's recollections, teachers' accounts, classmates' testimonies, and police investigations. The aim is to reconstruct the sequence of events surrounding the incident, creating a compelling puzzle for viewers and expose the campus tragedy resulting from gender-based verbal and physical bullying.

TAIWAN

ROSE BOY

SWS&G Co., Ltd.
Digital Rise

玫瑰男孩



YU-JIE HUANG

Yu-Jie Huang obtained a Master's degree in Information Engineering from National Taiwan University in 2016. He has been involved in various roles such as system development, interactive design, and visual design for VR and AR productions, online virtual parties, as well as audio-visual projection performances.

Some of his works have been selected for prestigious events including the Venice Film Festival, SXSW Film Festival, Cannes Film Festival Market Exhibition Competition, New Images Festival XR Competition, Annecy International Animation Film Festival, and Kaohsiung Film Festival. His expertise lies in computer graphics, virtual and augmented reality, motion capture, and other related technologies. Currently, he is the tech lead and co-founder of the startup project Protoworld.

TECHNICAL DIRECTOR



BABOO LIAO

Interdisciplinary artist with a background of theater directing. Since his theatre directing debut in 1997, he has directed some thirty productions, and has been invited to perform in New York, Berlin, Paris, Copenhagen, Avignon, and Seoul.

His first VR work Chroma: A Derek Jarman Project was shortlisted for Taiwan's Taishin Arts Award. It was also invited to be showcased at the CHRONIQUES, the Biennale of Digital Imagination in Marseille, as well as the Ircam Forum in Paris. His second VR work Father's Video Tapes was selected for the Gap-Financing Market at the Venice Film Festival. It is commissioned for the Amsterdam Documentary Film Festival and will have its world premiere in November 2023.

DIRECTOR



SYMPHONY OF THE DEPTHS

ITALY / GERMANY, FRANCE

Embark on a sensory odyssey where your voice and ears become your guides, leading you through the enigmatic depths of the ocean. As you delve into this mesmerising world, you'll witness the delicate balance between the astonishing beauty of marine life and the encroaching human impact.

Join us in this immersive voyage, a tribute to the sea, a plea for harmony between nature and humans. Unearth the secret languages of ocean creatures and reveal the hidden symphony that echoes within the depths.

This interactive experience engages each participant's actions to create and evolve an imaginary language generating images of wonder and delight and sets them against the backdrop of deep-sea mining and its impact on underwater life.



CINZIA FOSSATI

➤ **CREATOR**

LAURENCE MOLETTA

➤ **SOUND DESIGNER,
COMPOSER**

OCTOBER 9 – 13, 2023

PROTOTYPING LAB — LEIPZIG



PROTOTYPING LAB



MENTORS



MARCEL VAN BRAKEL

MENTORS

Marcel is a founder and lead designer at Dutch XR studio Polymorf. His critical projects and artistic research on immersive storytelling and embodiment often incorporate emerging technologies, multisensory design, and performativity. His body of work reflects on the now, the (post)human condition, and the shifting relationships between the (human) body, technology and ecology, and ranges from interactive performances, music theatre, operas, VR, AR, AI speculative designs, brain-hacking projects, multisensory, and interactive art installations. He is lead designer of the award-winning multisensory installation Famous Deaths and co-author of the Sense of Smell publication. Famous Deaths won the 2015 Art & Olfaction Award for experimental scent and was selected for the MIT Canon Moments of Innovation and the IDFA Doclab Interactive Documentary Canon. Symbiosis won the IDFA Doclab 2021 Special jury award for best creative technology in the immersive non-fiction category, was nominated for the S+T+ARTS prize 2022. Marcel is also fellow of the Sundance, New frontiers story LAB and a senior lecturer at the Avans University for Applied Sciences.



BORIS ELDAGSEN

MENTORS

Boris (*1970) studied fine arts at art academies in Mainz, Prague and Hyderabad and philosophy at the universities of Cologne and Mainz.

His background as a university lecturer, photo artist and digital media freelancer makes him one of the AI experts in the German photo scene. He is "Head of Digital" of the DFA and a member of the DGPh.

In April 2023, he turned down the Sony World Photography Awards (Open Category /Creative) and admitted that he had applied with an AI-generated image to initiate a debate about the relationship between AI-generated images and photography. The stunt became worldwide news and his image THE ELECTRICIAN one of the most famous of the year.

Photocredit: JanSobottka www.catonbed.de



ONLINE MASTERCLASS

MADS DAMSBO

Mads Damsbo is the founder and creative producer at Makropol, an innovative production studio based in Copenhagen. Mads focuses on developing unheard narratives, utilizing emerging technology, provoking unexpected emotions and experiences in diverse audiences. Schooled as a Producer from the progressive film school Super16 and with a bachelor in Media Directing from the Danish School of Media and Journalism, Mads has since become an expert on the production of immersive media narratives, giving lectures, organizing workshops and teaching masterclasses all around the world. His latest production END OF NIGHT won the Venice Lion for “Best Immersive Narrative”.

MENTORS



ALEXANDER HERMANN

MENTORS

Alexander is General Manager and Head of Development at Expanding Focus GmbH, a content studio for VR experiences or as he likes to put it: a playground for virtual spaces. Before he worked as project consultant at the Institute of Animation at the Filmacademy Baden-Württemberg in the department of Interactive Media. He studied dramaturgy (LMU Munich), Multimedia Art (University of Applied Sciences Salzburg) and Production (Filmacademy Ludwigsburg/La FEMIS Paris). He is passionate about bringing together storytelling and science and aims to create new formats and unique approaches of narration and knowledge transfer.



MADS MICHELSEN

Mads is a multi-disciplinary sound designer, composer and musician specialising in immersive experiences of all kinds. He has a varied background in music performance, sound design and film composition and a deep passion for spatial storytelling. He has worked extensively with XR, employing methods and tools from theatre, film, games and interaction design while occasionally teaching 3D audio in storytelling at various institutions around Scandinavia. Several of his XR projects have been showcased worldwide, taking home awards from Cannes, Sundance, Tribeca and Venice among others. Mads loves the iterative nature of working with XR, is fascinated by the challenges and possibilities of non-linear storytelling and is especially focused on the interactivity and “liveness” of any project. He is currently exploring how to combine XR tech and aesthetics with live music performance. He is based in Copenhagen, Denmark.

MENTORS



MIKE ROBBINS

Mike is co-founder of High Road Stories, a Berlin-based creative studio for immersive experiences. Founded in 2018, the studio focuses on innovative forms of storytelling, such as the VR experiences Monk by the Sea and Fantaventura (with German rap legends Die Fantastischen Vier). Exhibition venues worldwide include the Alte Nationalgalerie in Berlin, the National Palace Museum in Taiwan, the Israel Museum in Jerusalem, the Stadtpalais in Stuttgart, and the Munch Centre in Norway, and international film festivals such as CPH:DOX, IDFA, and the BFI London Film Festival.

MENTORS



AARON SANTIAGO

Aaron is an XR new media artist based in NYC. Aaron has years of experience in XR including live VR installations, performances, and experiential VR work. Aaron's work has been shown internationally, including the Venice International Film Festival, New York Live Arts, Boston Cyberarts, and The Shed. Aaron works across a wide range of technology with a cross-disciplinary practice of combining software engineering across a range of artistic mediums. Aaron's work is collaborative and hybrid, including websites, VR, AR, and computer sculpture.

MENTORS



ONLINE MASTERCLASS

NIKOLAJ STAUSBØL

MENTORS

Nikolaj Stausbøl (Staus) (DK) is a future experience designer with a focus on anchoring playful interactive stories into reality. His projects has a tendency to lean towards emulating photorealism w. volumetric capturing and shader work pipelines and anything that allows for a near realtime dialogue with code and digital creativity; Node based tools, generative AI storytelling, algorave live-coding, etc.

As a Creative Technology Director and Partner at Manyone, he's build numerous large scale XR and spatial projects for both large corporate clients and cultural institutions. His work has been exhibited at Venice Film Festival, SXSW, Copenhagen Contemporary, Las Vegas and United Nations Climate Assembly in Kenya to name a few.



SARA LISA VOGL

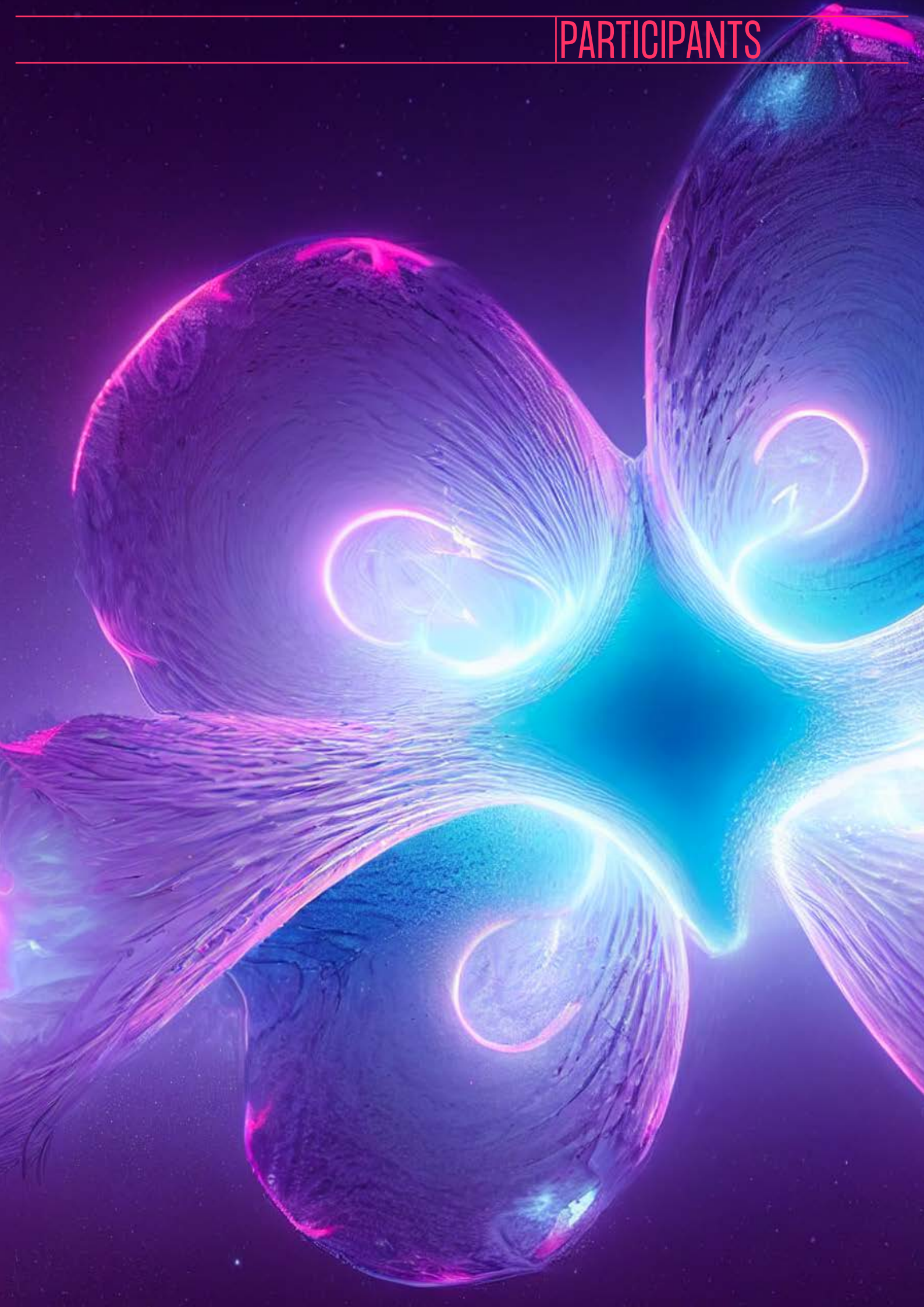
MENTORS

In love with the idea of new worlds, Sara explores the diverse potentials of immersive virtual realities for a shared future. As Founder of R00TS CLUB, an emerging Metaverse Community Space, she champions diversity, inclusion and authentic expression for underrepresented groups. She is a VR Creator since 2013 and Cofounder of the NGO Women In Immersive Technologies Europe as well as a member of the World Economic Forums Global Future Council on the Future of Metaverse.



ONLINE MASTERCLASS

PARTICIPANTS



ARIANE DOEHRING (ARI BLAU)

DIRECTOR

Ariane is a director and social psychologist based in Berlin. Wishing to understand and to address the human condition, she studied social psychology and philosophy in Amsterdam, Berlin and Vienna and took filmmaking classes at the School of Visual Arts in New York. She directed documentaries on the future of work, education and sustainability and various music videos. Currently she is exploring the intersections of (social-)psychology, climate change and new media, developing her first VR project “Cloud Control” inspired by her interest in meteorology. Beyond her film projects, Ariane has worked at the Max Planck Institute for Human Development on Social Learning and is co-founder of a model school for future-oriented education in Berlin opening 2024/25.



PIERRE CROT

PARTICIPANTS

Pierre is founder and director at twinpix.io company in Switzerland. Twinpix has for vision to create digital worlds or digital twins for tourism and events destinations.

Before he was the founder and director of Saywhat Creative Factory for almost 15 years. He was the 3D artist of the team bringing architectural plans to 3D immersive visualizations.

He is passionate about VR/XR technology.



CINZIA FOSSATI

➤ PARTICIPANTS

DINARA KAGIROVA

Dinara Kagirova is specialized in digital developments in the area of medicine (Noe -VR company). Dinara's VR works have been marked by national awards in the sphere of pharmaceuticals and medical devices/ equipment. (Startup Rally, Start in Digital Technologies, Neurotechcup, etc.) Dinara is the author of application development courses on Unreal Engine (Rosatom Corporate Academy). Dinara owns a wide range of tools for creating VR, thus she travels around the country and gives lectures on VR technology (Russian Knowledge Society). Since 2023, the field of interest has included the development of a creditable VR.



JONNA HANSEN

PARTICIPANTS

As a transgender woman with autism, I have always had a unique perspective on what is considered normal, and the concept of the "other" as perceived in and by society, fashion, art, and politics has become a fascinating subject of investigation for me.

I combine fashion and art in order to examine the tension between normality and otherness. In my main practice I create visually stunning digital fashion for nonhuman bodies, posing a thought experiment on what clothing might look like if we were to remove parameters such as human anatomy, culture, or production methods. By challenging the audience's sense of "the world as it is supposed to be," I try to incite a conversation on how the feeling of strangeness shapes our sense of the world and of ourselves in it.



RUPERT JAUD

Rupert works as a sound designer with a focus on interactive and immersive narrations. In a three-step approach via the sound space, the sound material and the function of the sound design, he searches for a close artistic and conceptual interweaving of the auditory dimension in the respective media context. He particularly views his role as that of a sound scenographic designer.

Being trained as a media designer at Bayerischer Rundfunk (ARD), he pursued studies in Applied Theater Studies in Giessen and completed his education with an MA in Sound Design in Zurich. He serves as a lecturer in the field of sound design at various art schools and collaborates as a freelance sound designer with contemporary artists on projects encompassing audio walk , film, video and XR installations, and theater.

PARTICIPANTS



MELISSA GOULBOURNE

With nearly two decades of experience as a Learning Experience Designer and eLearning Developer, Melissa Goulbourne has been a trusted consultant and collaborator for professionals across various sectors – including business, non-profit, and higher education. Her expertise is enriched by a Master's degree in Education and a steadfast commitment to lifelong learning.

Melissa's passion lies in exploring cutting-edge technologies and embracing immersive, interactive storytelling methods to enhance engagement and facilitate deep learning among adult learners. Her unwavering dedication to accessible and inclusive design drives her to actively seek opportunities to apply her design thinking skills, creating educational experiences that inspire profound personal growth and development in others.

PARTICIPANTS



LAURENCE MOLETTA



SOUND DESIGNER, COMPOSER

ALBRECHT MEIXNER

Albrecht, a creative technologist focused on user centered design. With a huge interest in technology, he studied mechanical engineering specialized in industrial design and CAD. He researched about exoskeletons supporting their users with their motoric performance at TU Dresden and then became a freelance industrial designer working in various fields.

Just recently he started shifting to interactive visuals, generated graphics and data visualization. So he became part of the wisp-collective.

Apart from that he is vj-ing for bands, techno-festivals and creating immersive experiences for theater plays and performances. He also builds holographic plus audiovisual installations and is developing for artists and companies.

Until now, he is hooked in the field of interaction, entangling hardware and software due to creative coding.

www.albrecht.mx Insta: [@albrecht.mx](https://www.instagram.com/albrecht.mx)

PARTICIPANTS



MARIA NAVARRO PIRIS

aka Ada Schmidt is a media artist with a background in both game audio and electro acoustic music. After a period of singer songwriting she composed Music for film and games and specialized in 3D Audio and adaptive sounddesign.

She is an active member of games xr Mitteldeutschland.

PARTICIPANTS



LISA ROTHE

Lisa was born in Leipzig and studied English and Film Studies in Galway, Ireland. She wrote and co-directed her first animated film in 2019 and went on to work in the production and script departments of two German TV shows and various film projects. In 2020 she participated in the talent programme „TP2“ for young filmmakers and developed and wrote the concept for a new television series that was pitched to the MDR in 2021. Her current project as a writer is an educational AR experience about artificial intelligence and Mary Shelley, the author of „Frankenstein“. Lisa has been type 1 diabetic since childhood. Her disability and self-conception as an intersectional feminist fuel her interest in exploring the relationship between technology, psychology and body politics in her work.

PARTICIPANTS



JANE RZHEZNIKOVA



PARTICIPANTS

VALERIIA RIAZANOVA

Valeriia is a new media visual artist with a background in urbanism. She uses a wide spectrum of technological solutions and tools to create participatory site-specific installations and live visuals.

Often her tech choices are driven by the individuality of each project. So far in her projects she has used various lighting fixtures and lasers, projection mapping, custom-made LED walls, sensors, and data. She has worked with multiple musical artists, including Tor (CA), Floex (CZ), David Granstrom (SE), Adela Mede (SK), and others to help them visualize their musical ideas and create a connection to the performance space and the audience.

Currently, she focuses on developing a real-time data-based installation for the city of Prague and keeps on creating live visuals that reflect natural and urban patterns.

PARTICIPANTS



NATALIYA VELYKANOVA



PARTICIPANTS

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