



Immersive Media Dispatch: August 2014

Immersive Storytelling:

StoryCode is an open-source, global community for emerging and established cross-platform and immersive storytellers.

StoryCode News

Our newest chapter, [StoryCode Sydney](#), launched last week to enormous interest and community turnout. In a collaboration [The Hub Sydney](#), this group represents one of the widest ranges in story + tech disciplines that we've seen thus far. The Hub makes another appearance in September as partner of the now emerging Los Angeles chapter! Keep an eye out for the details of their inaugural event on our [Facebook](#) and [Twitter](#).

August 2014 Chapter Events:

StoryCode New York City

StoryCode NYC August Social
August 19, 2014

StoryCode Singapore

August Lab
August 18, 2014 - 6:30 to 9:30pm

Of Note



Detroit: Evolution of a City: Immersive Long Form Journalism

[Detroit: Evolution of a City](#) is an interactive look at the growth, decline, and revival of the city of Detroit through historic and present-day pictures. It was created as part of a larger project called [DetroitUrbex.com](#), [Detroiturbex.com](#), a website dedicated to documenting the past, present and future of the City of Detroit.

<http://detroiturbex.com/content/ba/feat/index.html>



A Global Guide to the First World War: Interactive Film

[The Guardian](#) continues to release amazing new interactive documentaries. Their latest is called [A Global Guide to the First World War](#). In it, ten historians give a brief history of the first world war through a global lens. The piece includes original news reports, interactive maps and rare footage. The half-hour experience explores the war and its effects from many different perspectives.

<http://www.theguardian.com/world/ng-interactive/2014/jul/23/a-global-guide-to-the-first-world-war-interactive-documentary>



conferencecall.biz: Interactive Film

We've all experienced the annoyance of conference calls. Well meet [ConferenceCall.biz](http://conferencecall.biz/), a piece that takes a hilarious look at conference calls. Created by [Zach Scott](#), the piece randomizes audio and images so that each conference call you attend proceeds in a new way. Apparently conferencecall.biz participants have been attempting to get the deliverables to management since January 2, 2014. Good luck with that!

<http://conferencecall.biz/>



Guidestones: Sunflower Noir: Interactive Film

The innovative web series [Guidestones](#) (winner of the Best Digital Program at the International Emmy's) has released a second season called Sunflower Noir. Picking up where season one ended, the interactive thriller follows Sandy Rai as she runs from both her own past, as well as from a global organization intent on culling the human population by whatever means necessary. As with Season One there is a Keystone App for IOS and Android that helps fans unlock story secrets and the second season can also be viewed via daily email/social post delivery.

<http://guidestones.org/>



The { } And: Interactive Film

The new interactive documentary [The And](#) explores the difficult conversations that couples need to have. Created in collaboration between [Noise](#), a project called [The Skin Deep](#), and director [Topaz Adizes](#), the project explores relationships, communication, and how we connect to each other. Visitors to the site each view a different short film, based on their answers to four questions posed at the beginning of the piece.

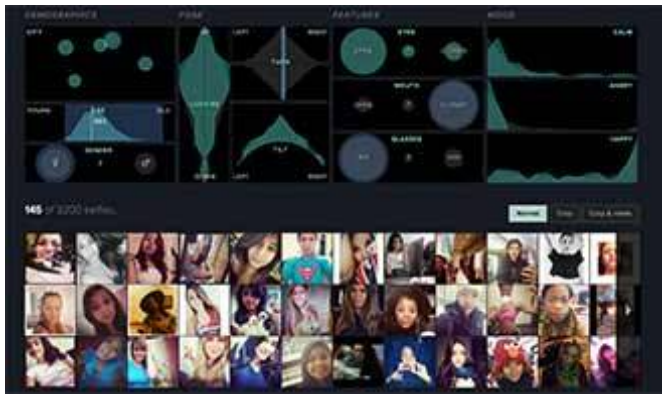
<http://theand.us/>



Whole Hog - The Power of Pork: Interactive Film

We all love bacon as much as the next person, but check out [Whole Hog - The Power of Pork](http://www.wholehognc.org/), and you may change your thinking. The interactive documentary sheds light on the energy dynamics within the hog industry in North Carolina. It explores the complex set of relationships among those with an economic, environmental, cultural and political stake in the industry.

<http://www.wholehognc.org/>



Selfie City: Data Visualization

Selfiecity investigates how people photograph themselves with mobile phones in 5 cities around the world. The project analyzed 3200 Instagram selfies shared in New York, Moscow, Berlin, Bangkok, and Sao Paulo (640 from each city). It's an impressive project that explores many questions using a carefully assembled large sample of selfie photos and a mix of statistics, data science and data visualization. Are all selfies taken by young people? Do men take many selfies? Are there any significant differences between selfies shared in New York and Moscow, or Berlin and Bangkok? Selfiecity gives us the answers by using data visualization and analysis.

<http://www.selfiecity.net/>

Member Highlights



2014 Dogfish Accelerator - Applications being Accepted

Dogfish Ventures has announced that they are now accepting applications for the 2014 Dogfish Accelerator program. This time around they are doing things a little differently - they seek work from ALL sorts of content creators, not just filmmakers. They are especially interested in makers who are using technology to pushing the boundaries of storytelling. Apply by August 8th!

More info about Dogfish: <http://dogfish.ventures/>

More info about the Accelerator:
<http://dogfish.ventures/accelerator/>

The application:
<https://www.f6s.com/dogfishaccelerator2014#/apply>

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Reach Out

Have of a project you think we should be know about? Drop us a line with a heads up: info@storycode.org.

Are you a member with exciting news? Are you launching a new project or looking to raise funds to start one? **Email us the details** and we'll consider inclusion in the monthly newsletter.

Thanks to our awesome community for its continued support.

and established cross-platform and immersive storytellers.

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