STORYCODE™
Immersive Media Dispatch: April 2015

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

StoryCode News

It's finally Spring and we're looking forward to the good story stuff that comes with the season in New York, including Tribeca Interactive and the annual Games for Change Festival. Since the clear winner in early year trends is Virtual Reality, we are curious to see what new stories will emerge on VR at these events.

If you missed our very popular Immersive Media Report last month, you can still see it here. As we continue to track the progress of new immersive projects, please update us on any projects for which there are valuable engagement insights you can share with the community.

THE PROMISE AND REALITIES OF CREATING IMMERSIVE MEDIA PROJECTS: BEST PRACTICES

Upcoming StoryCode Chapter Events:
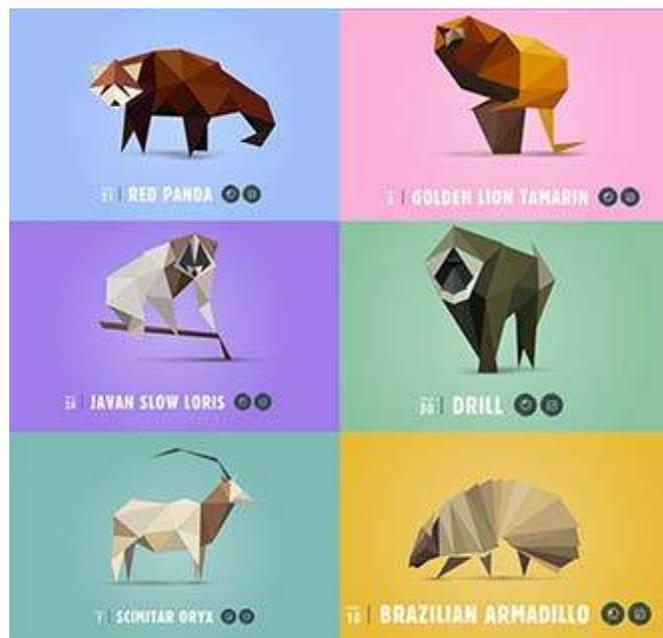
StoryCode Los Angeles
Claire L. Evans
April 9, 2015 - 7:30 PM

StoryCode Torino
Webseries
April 9, 2015 - 9 am to 1pm

Of Note

In Pieces: Immersive Long Form Journalism

In Pieces is an interactive exhibition/study of 30 of the world's most interesting, and unfortunately endangered, species - their survival literally is laying in pieces. Each species has a common struggle and is represented by one of 30 pieces which come together to form one another. The collection is a celebration of genic diversity and a reminder of the beauty we are on the verge of losing as every moment passes. These 30 species were chosen for their differences, so that we can learn about them as well as the struggles they have surviving.

http://species-in-pieces.com/

Interactive Haiku: Interactive Film

Interactive Haiku is the latest project from the NFB and Arte. It's a project that combines fine art, animation, film and interactivity into 12 short-form experiments that were selected out of 162 submissions by an international jury of immersive media thought-leaders.

http://interactivehaiku.com/

London Recruits: Interactive Film

London Recruits is an interactive documentary that highlights the secret missions carried out by Londoners against the apartheid regime in South Africa. Commissioned by the Victoria and Albert Museum, the project features interviews with those who took part in the anti-apartheid campaigns, from the printers of the leaflets to the people who set off the leaflet bombs. The project takes viewers across multiple parallel narratives.

Browser pop-ups echo leaflets released in leaflet bombs and dedicated viewers are rewarded with a number of hidden stories, picture and poster galleries and photomontages from Peter Kennard. Viewers can either watch all of the narratives, or select a particular strand. Any chosen route takes the viewer to a leaflet maker to write their own message and share it with friends and other viewers.

http://londonrecruits.vam.ac.uk/

The Witnesses: Transmedia

Check out this cool WebGL experience for the release of the French TV series The Witnesses. This site teases out the storyworld and allows users to explore a crime scene to find hidden clues and unlock a preview the first episode of the new series from Hervé Hadmar and Marc Herpoux.

http://thewitnesses-theseries.fr/

Dream's of Riley's Friends: Immersive Theater

Dreams of Riley's Friends is a six-week encounter with a stranger from out of town. The decisions you make about this new-found friend, steer a story that occurs entirely by text messages on your mobile phone. No set, no lights, no venue to go to. Will you invite Riley to tomorrow's parade? Will you keep dreaming of the house that is slowly filling up with milk? Will you change the way you feel about the metal lever in your mind?

The project is an interactive, slow-motion story that unfolds over six weeks. Sometimes we'll send several texts in a day. Sometimes none for a week. Where the story takes you –

and the Riley you get to know – depend on the choices you make.

Strangers Linguistic Remix Generator: Interactive Music Video

The Strangers Linguistic Remix Generator takes your input and dynamically converts it into a remix based on samples from the new Modest Mouse record Strangers To Ourselves. The algorithm compares common letter frequency data and generates stems and patterns to match. It also analyzes the sentiment of the text to determine the final BPM of the remix. Depending on the input, a remix can consist of up to three phrases; or more commonly put, a verse, a chorus, and a bridge. Each remix then generates a visualizer inspired by the album artwork.
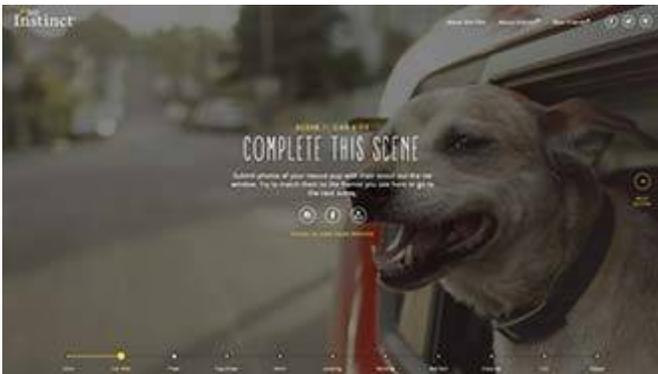
Detour: Technology Platform

Detour is a brand new way tool to create location-aware audio walks. Each hour-long Detour takes you at your own pace, your own schedule, alone or synced with friends. It recently launched at SXSW with an Austin Detour created by WNYC's Radiolab team.

Long Live Pets: Co-Creation

Lone Live Pets is a branded content crowd-sourced film with a purpose - raising awareness for rescue dogs and support for the no-kill movement in the US and Canada. Sponsored by Nature's Valley Instinct, the piece is collecting hundreds of owner-submitted photos of rescue dogs enjoying their new happy lives. They've created a series of clever scenes to help guide owners to submit the right types of images.

The final short film will premier on Nat Geo WILD in Spring 2015.

What Lives Inside: Co-Creation

What Lives Inside is the fourth installment of Intel's "Inside" Social Films series. It launched on March 25th and features Oscar-winning talent and a social element. The creators solicited drawings from fans ofthe series and then used those submissions to create various animated characters in the piece. The project received thousands of creature submissions and more user-generated content than the two previous films combined.
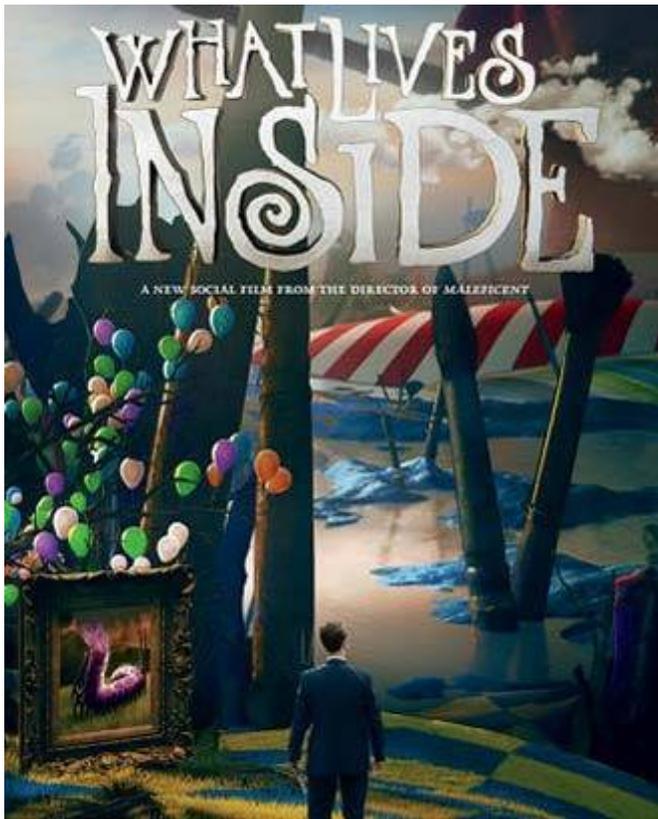
Member Highlights

The Hatchery & Tribeca Film Festival - Imagination Talks

The Hatchery & Tribeca Film Festival are proud to announce Imagination Talks, a talk series on the reality of imagination to premiere at the Tribeca Film Festival on April 22nd, 2015 in New York City.

Every creative disruption becomes a reality after being nurtured by imagination and persistence. The recipe to a game changing film or company follows a similar path. Attracting 600 plus worldwide participants and influencers, this talk series focuses on brilliant creative minds who are shaping the future of technology; making reality out of their imaginations. We are gathering a collection of stories from the most exciting minds of today who are writing the future of tomorrow.

Speakers include

- Astro Teller - Head GoogleX
- Tim Armstrong - AOL, CEO
- Jeremy Bailenson - Stanford, Virtual Human Interaction Lab
- Efi Cohen-Arazi - Rainbow Medical, CEO (nerve implants, blind can see)
- Carl Dietrich - Terrefugia, CEO (flying car)
- George Lucas (day TBA)
- Christopher Nolan (day TBA)

More Info Here

Games for Change Festival - Register Now

The Games for Change Festival (April 21-23 & 25) is the largest gaming event in New York City and the leading international event uniting game creators with others who believe in the positive impact of games. The full schedule is now online, with social change superstars like Pulitzer-winner Nicholas Kristof, filmmaker Morgan Spurlock, game makers from Rovio to Vlambeer and more, great games to play, and loads of networking opportunities. The Games & Media Summit will also explore the crossover territory of games and fim, and where interactive experiences meet linear media.

The G4C Festival also announced its Awards nominees, which represent the best social impact games of the year. All of these games will be playable at the Festival

Get 10% off passes with the promotional code 10story. Register today!

Storyscapes at The Tribeca Film Festival

Visit the vanguard of storytelling, where breakthroughs in technology and innovative story construction are redefining the role of the audience. Visitors to Storyscapes will examine how boundaries are being pushed at five immersive, genre-bending installations. Specialty BOMBAY SAPPHIRE® Gin cocktails will be served.

Reserve your free tickets now!

Filmteractive Market 2015: Call For Projects

Filmteractive 2015 will be from September 23rd to 24th in Lodz, Poland. They have recently issued a call for projects for the Market 2015. They are specifically looking for interactive video (films, tv-series, web series), video games, crossmedia/transmedia and innovative documentaries. There are two categories: commercial and non-commercial projects.

Applications close June 15th 2015.

More Info Here

Partners

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.

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and established cross-platform and immersive storytellers.