



Immersive Media Dispatch: August 2015

Immersive Storytelling:

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

StoryCode News

Below you'll find a round up of featured Immersive Media projects/technologies for August 2015. We are excited to announce the launch of [StoryCode Cape Town!](#) Looks like their first event will be in mid/late August.

We are gearing up for an exciting Fall and are especially excited about [Convergence](#), the Immersive Media component of the New York Film Festival. Convergence is on September 26th/27th and the lineup of events/speakers is going to be great.

If you have any projects or information you would like to submit for inclusion in the StoryCode Monthly Immersive Media Dispatch [just drop us a line](#).

Upcoming StoryCode Chapter Events:

StoryCode Los Angeles

[Virtual reality pioneer Skip Rizzo is coming to StoryCode LA](#)

August 19, 2015 - 7:30pm

StoryCode New York City

[StoryCode NYC August 2015 Social](#)

August 18, 2015 - 6pm to 9pm

Of Note



Outsourced: Immersive Theater

[Outsourced](#) is an interactive play created by [The One Trick Circus](#). Annie, an outsourced HR rep arrives at a company to fire Steve, a man she's never met. Seconds later, the entire office is taken hostage by an anonymous stranger.

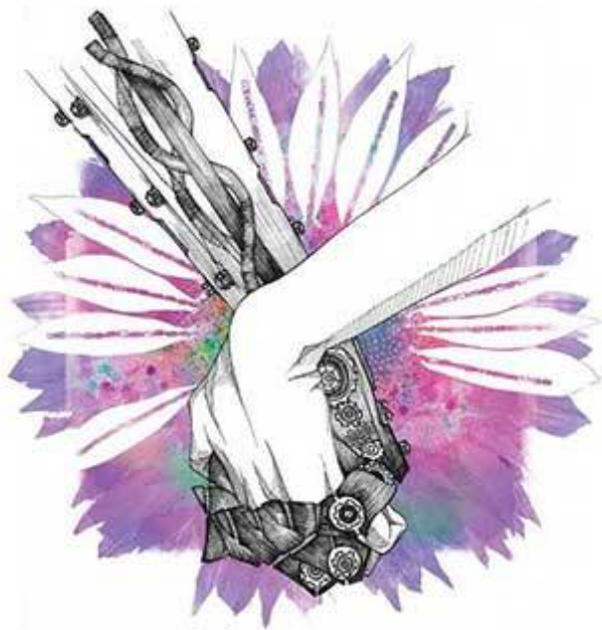
In this interactive play, the audience watches the action from Annie's point of view and communicates with her via headset. It's the audience's task to guide Annie through the narrative, facing mounting obstacles and difficult decisions. Can you get Annie out of there alive, save the others and catch the villain?

[Outsourced](#) premiered in July 2015 at the Brick Theater, as part of the [7th Annual Game Play Festival](#).

<http://www.onetrickcircus.com/outsourced>

The Age of Turing: Narrative Game

[The Age of Turing](#) is an online interactive game experience that explores the legacy of Alan Turing in hopes to inspire positive change. We are living in a time in which many of



THE AGE OF TURING

Turing's predictions have come to pass. The legacy of his work extends vastly through the field of computer science, including cryptography and artificial intelligence.

This project honors Turing by telling the story of his legacy and how his work has affected millions all over the world, from how robotics are currently helping autistic children, to how minorities are being empowered to transition from outcasts to technological entrepreneurs. The Age of Turing is in beta now.

<http://www.ageofturing.com/>



Lightyear: Interactive Music Video

Lightyear is a journey through space, time and music. The setup is simple: Radio broadcasts leave Earth at the speed of light. Scroll away from Earth and hear how far the biggest hits of the past have travelled. The farther away you get, the longer the waves take to travel there—and the older the music you'll hear.

<http://lightyear.fm/>



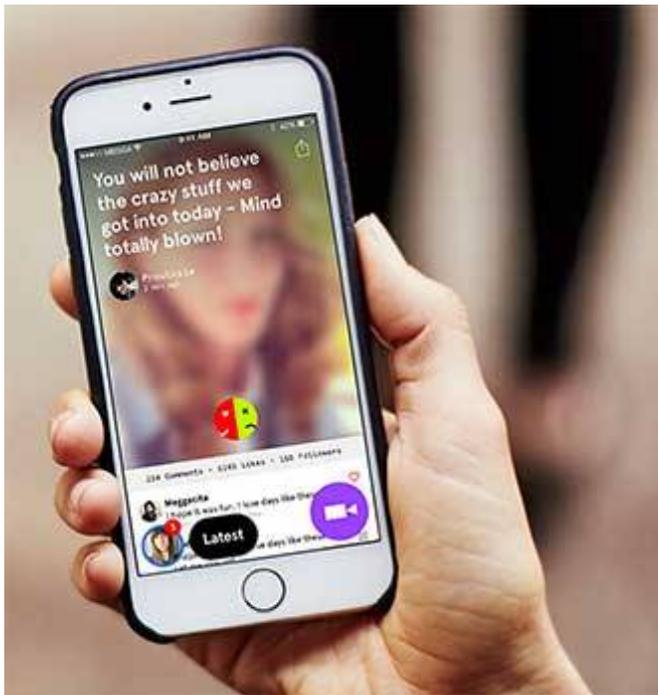
The Boat: Interactive Publishing

To mark the 40th Anniversary of the fall of Saigon Australian TV Network SBS launched **The Boat**, an interactive graphic novel about escape after the Vietnam War. It is based on the story by Nam Le, adapted by Matt Huynh. The project is an important foundation narrative about the Vietnamese diaspora. The visuals are beautiful and the sound design haunting/powerful.

<http://www.sbs.com.au/theboat/>

Dynamite!: Technology Platform

Everyone has a story to tell and **Dynamite!** is here to give you a voice. Dynamite is a mobile app created to make it easy for everyone to share their experiences. The app lets you create 42 second videos edited together from segments



you record. Each segment can have a different video face mask and/or audio filter. It's really a social platform for anonymous/fast video storytelling.

<http://www.dynamiteapp.com/>



Hearken: Technology Platform

Hearken is a very cool new technology platform that enables public-powered journalism. Hearken helps journalists create a new kind of story, one that is powered by the public. Anyone can ask a question and reporters will look into it and answer it. Hearken's roots began with **WBEZ's Curious City**, which Hearken Co-founder and CEO Jennifer Brandel founded as part of **AIR's** innovative **Localore** initiative in 2012.

<http://www.wearehearken.com/>



Motive.io: Technology Platform

Motive.io is a new kind of storytelling platform built by the studio that created the critically acclaimed ARG **CodeRunner**. With an early focus on AR games, **Motive.io's** web-based authoring tool lets storytellers create and program location-driven content on the fly without editing code. **Motive.io's** patented adaptive content engine enables highly personalized experiences that react to time of day, day of week, types of locations nearby, current weather conditions, and much more.

Motive is currently in an alpha development stage and looking for talented Unity developers and storytellers who want an early preview.

<http://www.motive.io>

Immersive Media Maker Opportunities

FilmGate Interactive 2016: Submissions Open



FILMGATE

Submissions are open for [FilmGate Interactive 2016](#). FilmGate Interactive is a festival in Miami, Florida and focuses solely on interactive & immersive content. They invite fiction and non-fiction interactive & immersive story producers to submit their latest projects for consideration.

[More information here.](#)



Sprint: Rambert Digital Creative Residency | Call for Applications

Sprint is a new initiative to foster relationships between digital creatives and Rambert's dance practitioners. Sprint aims to facilitate experimentation and exchange of knowledge, and open up approaches using technology.

They are looking for artists and creatives working with technology as a medium to experiment and develop their practice, and who wish to work in close collaboration with Rambert's dancers, choreographers and staff.

The residents will be expected to work on-site at Rambert for a minimum equivalent to 2 days per week during the period of their residency, as well as spending further time developing work off-site. Residents will be paid a fee and materials allowance totaling £7,500 (4 month residency) or £15,000 (8 month residency). Closing date for applications: 8pm Thursday September, 10th 2015.

[More information here.](#)

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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.

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