



Immersive Media Dispatch: February 2015

Immersive Storytelling:

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

StoryCode News

We are thrilled to announce the launch of the Miami chapter of StoryCode. The kickoff event occurred at the recent **Film-Gate Interactive** conference in Miami.

In an ongoing effort to being documenting and quantifying the outcome of immersive projects, StoryCode will be releasing a series of reports with data and information provided by creators of diverse projects.

Look for the first StoryCode report in the coming weeks as a separate email. We have focused on the promise and realities of creating Immersive Media projects and will include the results of StoryCode's first-ever project surveys as well and a series of best practices culled from leading creators.

Upcoming StoryCode Chapter Events:

StoryCode Los Angeles

Creators of the acclaimed iPad project "Pry"

February 11, 2015 - 7:30PM

StoryCode New York City

Adrian Vasquez de Velasco / Total Cinema 360

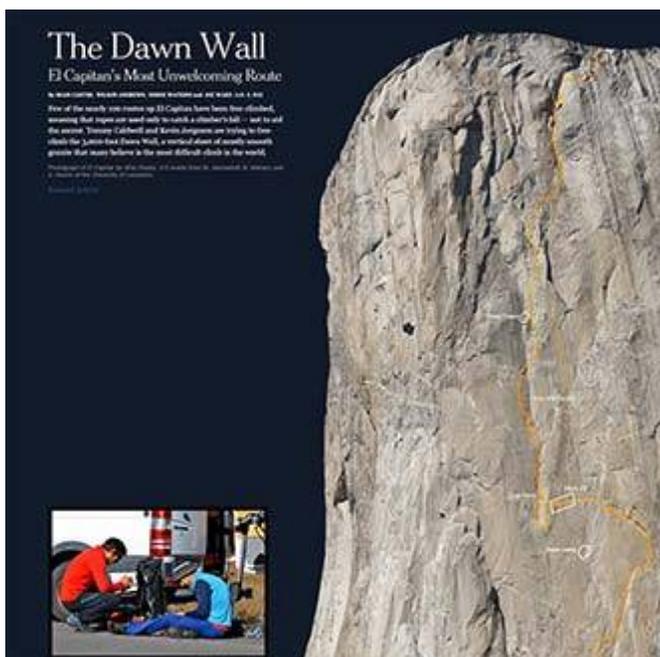
February 17, 2015 - 7pm to 9pm

StoryCode San Francisco

Cross-Platform Exploration into the World of David Cronenberg

February 10, 2015 - 6pm - 8:30pm

Of Note



The Dawn Wall: El Capitan: Immersive Long Form Journalism

The NY Times hits it out of the park again with another impressive long-form immersive piece of journalism called **The Dawn Wall: El Capitan**. The piece features an elegant WebGL interactive visualization of Tommy Caldwell and Kevin Jorgeson's free climbing ascent of the "Dawn Wall" on Yosemite National Park's El Capitan, considered the most difficult rock climb in the world. It's a great example of using technology to serve a compelling story.

<http://www.nytimes.com/interactive/2015/01/09/sports/the-dawn-wall-el-capitan.html>



Way To Go: Interactive Film

Way To Go is a walk in the woods. It is an immersive interactive experience, a restless panorama, a mixture of hand-made animation, 360-degree video capture, music and dreaming and code. The experience is an alarm, a wake-up call to the hazards of today. At a moment when we have access to so much, and see so little, the project reminds us of all that lies before us, within us, in the luscious, sudden pleasure of discovery.

Produced by the **NFB & France TV**, the project incorporates a number of cutting-edge interactive technologies including html5, WebGL, THREE.js, and the Web Audio API.

<http://a-way-to-go.com/>

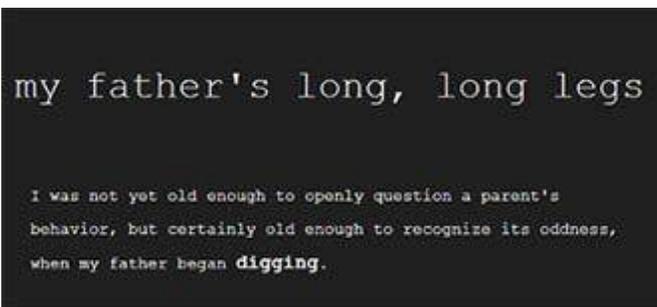


Find Me I'm Yours: Transmedia

Find Me I'm Yours is a new interactive, multi-platform, transmedia entertainment experience that recently launched and is getting a lot of attention. It all begins with an eBook novel about Mags Marclay, a 24-year-old struggling artist living in Los Angeles who, through a serendipitous turn of events, is led on a treasure hunt to find her soul mate. Readers become immersed in Mags's world through original artwork, handwritten lists, and Instagram-style photos within the book.

Fans can then go even deeper into the storyworld by viewing original rom-com style videos, 33 unique in-story websites that further the narrative, and real world components include a zine and phone numbers to call that contain clues to the hunt. It's nice to see an author and publisher make such a commitment to transmedia storytelling giving their audience new expansive ways to consume the narrative.

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



My Father's Long, Long Legs: Narrative Game

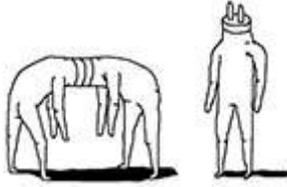
My Father's Long, Long Legs is a bit hard to categorize. The user experience is super minimal and simple as you go through this interactive fiction horror piece. It tells the story of a girls whose Father suddenly comes home from work and begins digging a whole. He continues to do this until he slowly begins to resemble less and less of the man she once knew. Users push the narrative forward by simply clicking bolded text to advance through the story. It's deceptively simple and surprisingly freaky.

<http://correlatedcontents.com/misc/Father.html>

Plug & Play: Narrative Game

Plug & Play is an award winning Short Film and Game for your digital device. It's a surreal narrative game about love and technology, about human and machine relationships. The experience is minimal and explores the feelings of anthropoid creatures that go beyond sexuality and reproduction: love.

<http://plugplay.ch/>



Lowlakes - #ReplaceTheFace: Interactive Music Video

Lowlakes, a shoegaze alternative dream-pop band from Australia, partnered with Amsterdam based [Spektor Storytelling](#) to shoot an interactive music video designed to combat loneliness and depression.

The video, [Replace The Face](#), launched on the 19th of January (Blue Monday). The project brings two people together to watch simultaneously, where one viewer sees the perspective of the female character, and the other sees the perspective of the male character. This way, each viewer has a different take on the same events making the story more intimate and meaningful. After the video, the two viewers are able to meet in a chat, where they can discuss their take on the video.

<http://www.replacetheface.net>

Member Highlights



Power to the Pixel: The Pixel Lab 2015

With storytelling at its core, [The Pixel Lab](#) is a great workshop for anyone wanting to strengthen their ability to engage with audiences and utilize emerging technologies, interactivity and cross platform approaches to build their IP and media brand.

The lab is for professionals working in film, broadcast, advertising, art, publishing, games and online. It will equip you with the skills needed to create, finance and distribute stories in today's media climate. Spanning four months, they will select up to 20 producers to attend with a project and 20 media professionals to attend without. The Pixel Lab is open to a producers, commissioners, financiers, distributors, writers, directors, games & interactive designers and artists with a strong track record in their chosen field from any media sector.

[More Info Here](#)

Cross Video Days 2015: Call For Projects



Sheffield Doc/Fest



Cross Video Days is a leading European digital content market. They've just recently announced a call for new interactive and digital projects to be pitched and co-financed at its 6th edition in June 11-12 in Paris.

Submissions are free and unlimited. The criteria for projects includes:

- Projects in development that are still seeking financing.
- Innovative projects of any form, narrative structure, technologies used or business model.
- Projects with substantial audiovisual components for at least more than one screen other than television (web, mobile, tablet, consoles, etc.). Both multiplatform and transmedia web series are welcomed.

[More Info Here](#)

Sheffield Doc/Fest: Crossover Market

Submissions for the **Sheffield Doc/Fest Crossover Market** are now open. The Crossover Market offers a focused pitching opportunity for projects that are led by digital or interactive media, or will be funding or distributed in innovative ways such as crowdfunding, self-distribution, VOD, or even voluntary donation.

In addition to being able to pitch ideas to cross-platform commissioners and experienced digital producers, selected projects will be offered a chance to meet with digital agencies, brands, third sector representatives, and other potential supporters from outside of the traditional film and TV industries.

Projects can work across all media platforms in their delivery and may go beyond documentary into hybrid genres and fiction.

[More Info Here](#)

The Create Daily - Opportunity Corner

From competitions to funding, here are opportunities that may help advance your work. Opportunity Corner is curated by The Create Daily. Signup free at www.thecreatedaily.com.

Free Course: Data Journalism and Mobile-Ready Visualizations with Silk.co

Date: February 12, 2015

Poynter's News University is offering a free course on data journalism using Silk, which allows you to quickly generate data insights, data visualizations and data stories.

Netroots Nation Submissions for Training Sessions

Deadline: February 18, 2015

Netroots Nation is now accepting submissions for training session ideas for Netroots Nation 2015. They're looking for sessions that are practical, engaging and dynamic.

Partners

murmur



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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