STORYCODE™

Immersive Media Dispatch: June 2015

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

StoryCode News

June finds a number of exciting opportunities for immersive media makers.

ITVS announced a new funding initiative dedicated to interactive media projects and web series. The Digital Open Call provides up to 50K in R&D funding to develop and pilot digital series concepts on any subject, and from any viewpoint, for public media's digital platforms. The deadline to apply is July 1, 2015.

As noted last month, AIR Media also is accepting applications for it's new effort Finding America. If you are a radio and video/film maker, coder, designer, social media expert, entrepreneurial maker, check it out. For more information on guidelines and to register visit finding-america.org.

We are also excited to announce the launch of StoryCode Bordeaux. Their inaugural event will be announced soon!

As always, 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 Boston
Storified Science and Content Retelling
June 8, 2015 - 6pm to 8pm

StoryCode New York City
Lam Thuy Vo / Loving Long-Distance
June 23, 2015 - 7pm to 9pm

Of Note

The Best and Worst Places to Grow Up: How Your Area Compares: Immersive Long Form Journalism

The New York Times does it again. Check out the The Upshot's latest story "The Best and Worst Places to Grow Up: How Your Area Compares". The article automatically creates a unique graphic and writes itself based on the location of where you are accessing the web.

http://www.nytimes.com/interactive/2015/05/03/upshot/the-best-and-worst-places-to-grow-up-how-your-area-compares.html

Battle Flag: Interactive Film

The battle flag of the Confederacy is one of the most divisive symbols in American history. From a symbol of racism to one of regional pride, a historical artifact to mindless bumper sticker, the battle flag signals different things to different people. And its meaning evolves over time. Battle Flag is an ongoing documentary about the place and meaning of the Confederate battle flag, 150 years after the cilvil war.

http://battleflag.us/

Oil to Die For: Interactive Film

Black Gold Boom: Oil to Die For focuses on North Dakota's high rate of injury death in the oil fields. It is an interactive, intimate investigation of Dustin Bergsing's sudden death from inhaling toxic gases while on the job. Directed and written by Todd Melby.

http://blackgoldboom.com/oil-to-die-for/

Points of View: Interactive Film

In 2007, B'Tselem (The Israeli Information Center for Human Rights in the Occupied Territories) began giving Palestinians

living in the West Bank and Gaza video cameras as well as basic training in shooting and editing. Their hope was that the resulting video would allow Palestinians themselves to not only document the infringement of their rights, but also to present their the anger, pain, joy, and hope of their daily lives to both Israelis and to the international public. Points of View, presents their footatge in an ongoing, growing interactive documentary comprised of video footage shot by local Palestinians.

**http://points-of-view.net/**

Citizen Ex: Data Visualization

Citizen Ex explores the concept of 'Algorithmic Citizenship' through a downloadable plug-in for web browsers that tracks users online movements against the physical locations of where websites are legally registered. It compiles this information to ascertain the real-time 'algorithmic citizenship' of the user and produces a 'flag' to represent the areas of jurisdictions traversed in any given online session.

The website hosts stories and information about Algorithmic Citizenship, explaining how people appear to the internet, as a collection of data extending across many nations, with a different citizenship and different rights in every place. Created by artist James Bridle.

http://citizen-ex.com/
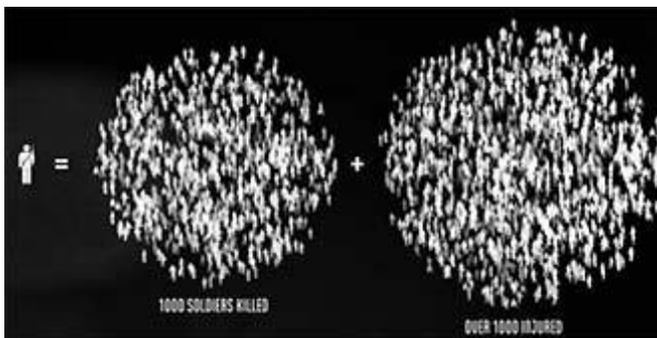
The Fallen of World War II: Data Visualization

The Fallen of World War II is an interactive documentary that examines the human cost of the second World War and the decline in battle deaths in the years since the war. The 15-minute data visualization uses cinematic storytelling techniques to provide viewers with a fresh and dramatic perspective of a pivotal moment in history.

The film follows a linear narration, but also allows viewers to pause during key moments to interact with the charts and dig deeper into the numbers.

http://www.fallen.io/ww2/
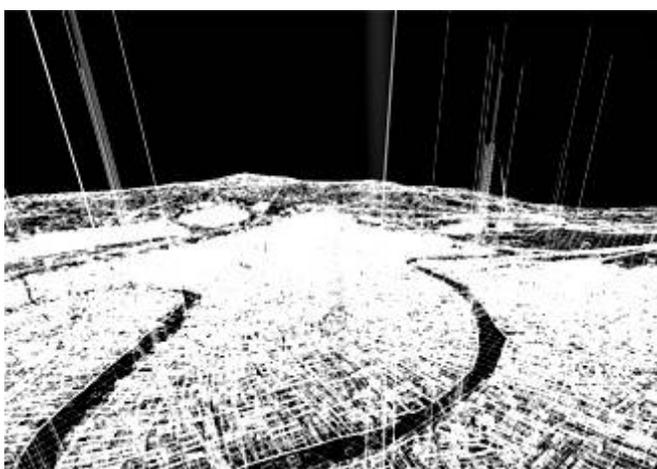
Memoryscapes: Immersive Theater

Memoryscapes is an immersive multimedia installation featuring oral histories by Italians living in New York City talking about the city of Venice. The project which investigates how memory and reality affect one another, through notions of architecture and related mental images, resulting in a complex body of work that includes immersive audio, multimedia documentation, and cutting-edge holographic technology.

The artist developed a way to merge personal memories of the city with tridimensional satellite data, creating a holographic and fragmented "audio-cartography" of Venice. Created by artist Emilio Vavarella.

http://emiliovavarella.com/memoryscapes/

Lifeline: Narrative Game

Lifeline is a playable, branching story of survival against all odds. Using your iPhone, iPad or Apple Watch you help the character make life or death decisions nad face the consequnes together. What make Lifeline so unique is how it takes advantage of mobile notifications.

The story plays out in real time. As the main character works to stay alive, notifications deliver new messages throughout your day. Keep up as they come in, or catch up later when you're free. You can even respond to them directly from your Apple Watch or your iPhone lock screen, without launching into the app.

https://itunes.apple.com/us/app/lifeline.../id982354972
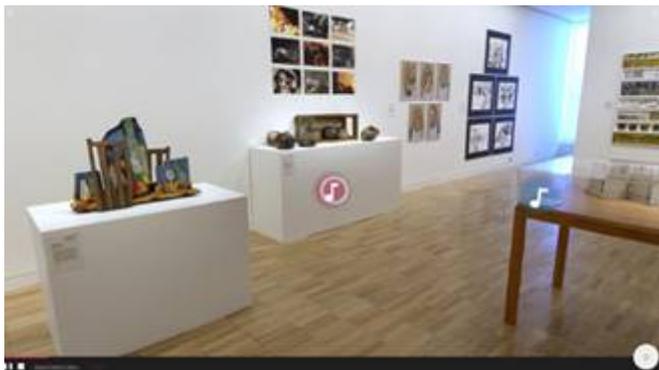

Story Spheres: Technology Platform

Story Spheres is a new platform made by Google Creative & Grumpy Sailor Creative which takes an interactive, photosphere (a 360 degree image as captured on a Google Nexus or using DSLR) and adds audio which pans as you navigate around a scene. It showcases the power, benefits and magic of a feature that is in every camera on every Android phone. Story Spheres could have narrative, documentary, utility and purely artistic/experiential applications.

https://www.storyspheres.com/
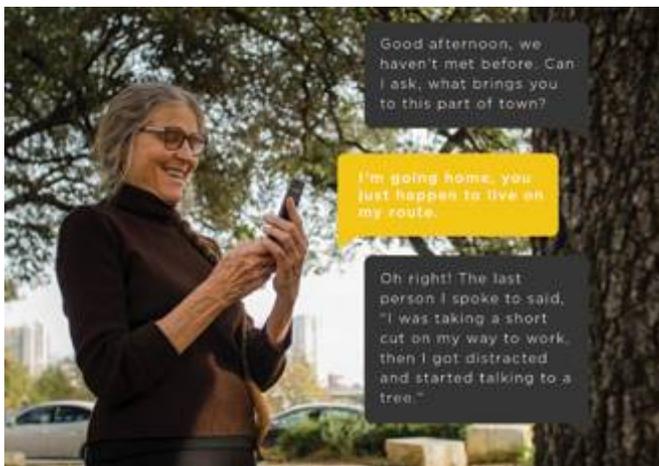
Hello Lamp Post: Co-Creation

Hello Lamp Post brings to life the hidden stories of the city by finding out what the street furniture has to say. User talk to familiar objects around the city using mobile phones. User text the official Hello Lamp Post phone number to find out what public street objects have to say.

Created by Pan Studio. Hello Lamp Post was first commissioned for Watershed's Playable City Award 2013 and ran for 8 weeks in Bristol, and later installed in Austin, TX and Tokyo.

http://www.hellolamppost.co.uk/

Immersive Media Maker Opportunties
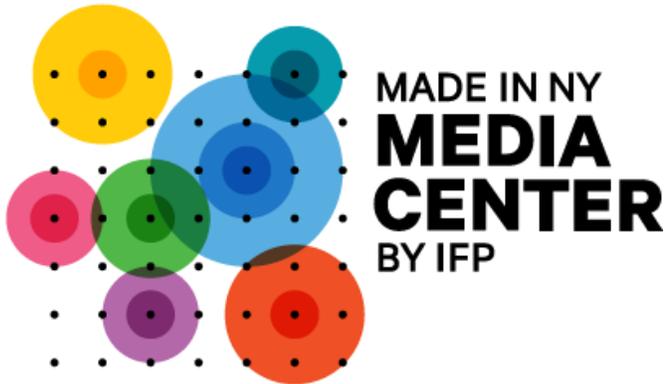
The Where of Storytelling: Creating the Location Based Experience

The Where of Storytelling: Creating the Location Based Experience is a class series conceived by the Made in NY Media Center by IFP exploring site-specific storytelling - from interactive film to experiential design for commercial clients, location adds a new level of experience to media projects.

Advances in technology have expanded the possibilities of locative storytelling, from geo-located audio to beacons, augmented reality and mobile - the possibilities are limited only by your imagination. Join the Made in NY Media center by IFP for any (or all three!) of these workshops and experiment in this new genre. A must-attend for filmmakers, transmedia creators, and experience designers alike!

Save with Early Bird ticket prices now, and greater discounts for taking part in both workshops. 10% off the whole series for Storycode - use code STRYCD10.

More information here.

Cross Video Days: 2015

If you'll be in Paris on June 11th and 12th make sure to check out Cross Video Days. It's one of the best places in Europe to find funding for your cross platform project. The event gathers producers, creators, broadcasters, operators, technology and advertising industries, dedicated to video on all devices.

More information here.

AIR Media: Finding America

AIR has opened the gates to the next Localore production - Finding America - with the May 1 launch of the Station Runway. Public media stations big and small will have one month to load up to 3 minutes of media to attract indie makers looking for an incubator station.

Finding America builds on the work of Localore 2013 and projects like Jennifer Brandel's Curious City at Chicago Public Media, Julia Kumari Drapkin's iSeeChange at KVNF/Paonia, Todd Melby's Black Gold Boom at Prairie Public, Delaney Hall's Austin Music Map, and Anayansi Dias Cortez's Sonic Trace at KCRW/Los Angeles.

AIR is looking not only for radio and video/film makers, but for coders, designers, social media experts, entrepreneurial makers, etc.

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

ITVS: Digital Open Call

Independent Television Service (ITVS) has announced a new open funding initiative designed to expand public media's presence in the digital sphere by funding independent filmmakers to develop and pilot original web series for public media's digital platforms, including PBS.org, PBS branded YouTube channels and others.

ITVS has long supported the development and production of independently produced interactive media projects and web series. And after several years of thematic-specific requests for proposals, ITVS is opening a pipeline for producers to propose independently-conceived digital series projects for R&D and potential production.

The deadline to apply is July 1, 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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