STORYCODE™

Immersive Media Dispatch: May 2015

StoryCode News

This spring is full of new innovative immersive projects! The wide range of work shows the space continuing to evolve, grow and take further shape. To help you along this process, we are happy to share a great funding opportunity from AIR Media.

Finding America builds on the work of AIR Media's Localore 2013, an influential immersive media project that included experiences like Curious City, iSeeChange, Black Gold Boom, Austin Music Map and Sonic Trace. If you are a radio and video/film maker, coder, designer, social media expert, entrepreneurial maker, this applies to you. For more information on guidelines and to register visit finding-america.org.

Finally, if you missed our Report on Immersive Media Best Practices released in March, you can still view 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.

Upcoming StoryCode Chapter Events:

StoryCode Boston
Interactive Docs: Theatre and Transmedia
May 4, 2015 - 6pm to 8pm

StoryCode France - Grand Ouest
Interactive projects : journalism and Transmedia
May 28, 2015 - 6.30pm to 8pm

StoryCode New York City
Bayeté Ross Smith / QuestionBridge
May 19, 2015 - 7pm to 9pm

Of Note

Pirate Fishing: Immersive Long Form Journalism

This interactive documentary by Al Jazeera investigates illegal pirate fishing and highlights the investigative journalism process of evidence-collection.

In the tool, developed by Italy's Altera Studio team, gamers become reporters gathering evidence and notes, building a case to report on the environmental crime of illegal fishing in Sierra Leone, which affects millions in West Africa.

http://interactive.aljazeera.com/aje/2014/piratefishingdoc

After The Storm: Interactive Film

After the Storm, is a beautiful interactive documentary essay, that tells the story of what happens after the storm passes, after the media leaves town, and after the adrenaline subsides. The storm in this story is the half-mile wide tornado that devistated the small souther college town of Tuscaloosa, Alabama in April 2011.

Written as a letter to future disaster survivors, the film is not so much about the how and why of the tornado the filmmaker lived through, but it's instead about that central question all of us face after living through something traumatic. Namely, how do we make sense of it all?

http://wapo.st/afterthestorm

Do Not Track: Interactive Film

Do Not Track is a personalized documentary series about privacy and the web economy created by Brett Gaylor (Rip! A Remix Manifesto). It explores how information is collected and used. Every two weeks, the site releases an episode that explores a different aspect of how the modern web is increasingly a space where our movements, our speech and our identities are recorded and tracked.

During each episode of Do Not Track, users are asked to volunteer data about themselves. The more data users give, the episode dynamically becomes more personalized and targeted to the users interests, geography and online activities. Between episodes, the site's collaborators share research and other media related to online privacy.

https://donottrack-doc.com/

Karen: Interactive Film

Karen is a life coach and she's happy to help you work through a few things in your life.

When you begin, she asks you some questions about your outlook on the world to get an understanding of you. In fact, her questions are drawn from psychological profiling questionnaires. She – and the software – are profiling you and she gives you advice based on your answers.

Karen mixes gaming with storytelling to give you a personalised experience. Play to the end and you can buy a report on your own data, showing how the science of profiling has been applied to you.

https://itunes.apple.com/us/app/karen-by-blast-theory/id945629374

The Story of the Stuff: Interactive Film

The Story of the Stuff is a web documentary that tracks what happens to more than half a million letters, 65,000 teddy bears, and hundreds of thousands of other packages, donations, and condolence items sent to Newtown, Connecticut, in the wake of the Sandy Hook School shooting. It follows four people in Newtown whose lives become wrapped up in dealing with all the stuff.

The project hopes to open up a conversation for audiences about how local tragedies have become global and how the tidal wave of stuff poses a complicated burden for the recipient community. It also challenges viewers to think critically about the mysterious, often consumption-driven ways we express remembrance and grief.

Through interactive timelines and videos the site looks at other recent tragedies, including the worldwide response to the April 16, 2007 shooting at Virginia Tech and the shrine that formed following the Texas A&M bonfire collapse of 1999.

http://www.thestoryofthestuff.com/

Syrian Journey: Transmedia

Syrian Journey is a web-based, choose-your-own-adventure story based on real-life stories of Syrian refugees by BBC News. BBC reporter Mamdouh Akbiek and researcher Eloise Dicker put their knowledge and experience of the conflict into an interactive text adventure. It starts with the player selling their home in Damascus for a vastly reduced price, before making a series of decisions about what to do next. Do you flee to Egypt or Turkey? Do you trust the traffickers profiting from the misery of refugees? Unfortunately, many choices will end in tragedy.

http://www.bbc.com/news/world-middle-east-32057601

Absolut Silverpoint: Narrative Game

Silverpoint is an immersive experience that links the digital game to theatrical events in the physical world. To celebrate the Absolut Andy Warhol Limited Edition bottle, Absolut collaborated with Punchdrunk (creators of Sleep No More) and Somethin Else (a UK digital content agency) to create an experimental game for iPhone. The game is inspired by eight of Andy Warhol's Silverpoint sketches. Your aim is to collect stars and unlock a story, piece by piece.

You play in conjunction with live events taking place in London. All the live events are in the London area so you must be prepared to travel to take part. Alternatively you can play Silverpoint without taking part in the live events. It celebrates Warhol's legacy with visual elements that take after his rarely seen "silverpoint" sketches.

http://www.absolutsilverpoint.com/

Murdoch Mysteries: Narrative Game

Set in Toronto at the dawn of the 20th century, Murdoch Mysteries is a one-hour drama series that explores the intriguing world of William Murdoch, a methodical and dashing detective who pioneers innovative forensic techniques to solve some of the city's most gruesome murders.

To help promote the sixth season of the series the team at SmokeBomb Entertainment created Murdoch Mysteries: Nightmare on Queen Street: an interactive game combining

video with interactive clues and puzzles that puts the viewer working along side Murdoch to solve the a gruesome and baffling case.

Spy_Watch: Narrative Game

Be the head of your own spy agency in the brand new game designed specifically for the Apple Watch. Your mission is to lead the agency's final asset through enemy assassinations, the uncovering of secrets, seduction of enemy spies and base infiltration.

Created specifically for the Apple Watch, Spy_Watch is a new type of game for a new platform. Based entirely around the notification system you must train your spy, rebuild the agency and uncover the mystery surrounding your father's death.

Brandy & Coke (Trampled Under Foot): Interactive Music Video

Experience Led Zeppelin in a whole new way, through this interactive video of the previously unreleased rough mix of "Trampled Under Foot," which goes by the early working title "Brandy & Coke."

In it, visitors are able to take a look beyond the facade of one of rock's most iconic album covers, PHYSICAL GRAFFITI. By selecting one of the 16 featured windows of the iconic building on the cover, the viewer can enter into a room and discover events that pay homage to the window illustrations in the original artwork.

Zac's Haunted House: Interactive Publishing

Dennis Cooper's most recent novel, Zac's Haunted House is dubbed an "html novel". It is offered as a free download consisting of seven chapters, each of which grows into a long, vertical scrolling page of animated gifs - that's it, just a string of connected animated gifs that tell the story.

The experience feels like a visual short story. The animations, ranging from pulsing hearts and grainy home

movie disasters to pixel art and tumbling puppies, were sourced from the most remote depths of the internet. The visual energy of the GIF form becomes a part of the story, crearing a haunting experience that feels suprisingly cinematic.

**http://www.kiddiepunk.com/zacshauntedhouse/**
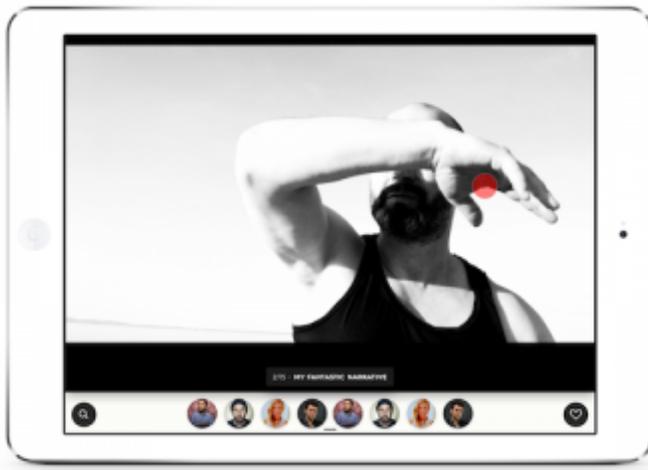
Blind Spot: Technology Platform

Blind Spot is an iPad-based interactive storytelling tool for social media that helps users draw photos, videos, sounds and texts from various sources and combine them into a personalized interactive narrative that allows others with similar interest to immerse themselves in their narrative world. And users can give others with similar interests access to their narrative so that they can co-create an endless variety of narratives - and share them with the world too.

http://blindspotapp.com/
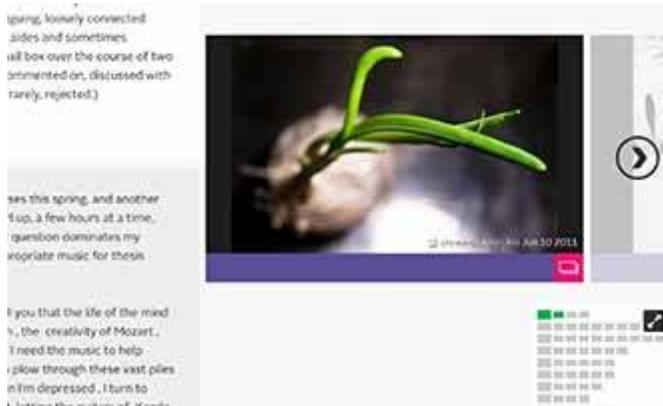
FOLD: Technology Platform

FOLD is a new storytelling platform. FOLD stories have a compact, narrative spine, but an author's words are accompanied by images, graphs, videos, audio, all of which appear as cards, linked to words in the narrative, but off to the side.

FOLD provides a unique reading experience and was designed to let you tell complex, nuanced stories that require background to understand. However the background materials complement the narrative as opposed to interrupting it.

https://readfold.com/

Toronto Silent Film Festival Instagram CYA: Co-Creation

Agency Red Lion found a way to promote the 2015 Toronto Short Film Festival by turning the photo sharing platform Instagram into a choose-your-own-adventure silent film.

By using clips from the seven silent films included in the festival, users can string together a short film based on a series of decisions. Clicking the hashtag of his or her choice, the user is taken to the next video. From there the user can hide in a department store or a hospital, then go on a date, only to fake sick to get out of a horrible dining experience, or

one of many other experiences.

https://instagram.com/tsff2015/

Immersive Media Maker Opportunties

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.

Visit www.finding-america.org, to get the guidelines and register to apply

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.

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