

IMMERSIVE STORYTELLING EXPERIENCES

Research Symposium

LIVERPOOL SCREEN SCHOOL



14.12.18

LIVERPOOL SCREEN SCHOOL,
LJMU, REDMONDS BUILDING, BROWNLOW HILL, LIVERPOOL, L3 5UG



LIVERPOOL
JOHN MOORES
UNIVERSITY

WELCOME

IMMERSIVE STORYTELLING EXPERIENCES RESEARCH SYMPOSIUM

"Immersive experiences require novel narrative mechanisms & new language of production... The best technology will not produce the change needed without equal excellence in content production and understanding of immersion as a narrative form" - Creative Industries Review 2017

This research symposium will explore how researchers, developers and practitioners are approaching the emerging mediums of virtual reality, augmented reality and mixed reality for storytelling. Looking at languages of production, narrative mechanisms and approaches to engaging audiences in experiential media across the spectrum of immersive technology.

It will be of interest to people developing work across a number of areas: from film and documentary, to performing arts and theatre, to arts, culture and heritage and people experimenting with the future possibilities of new forms of storytelling.

We are absolutely delighted to have such a diverse range of great people contributing to this event and we hope it will be useful to developing your own work, thinking and future collaborations in this space.

PROGRAMME

9.30-10.00 REGISTRATION & COFFEE

RB523, Fifth Floor

10.00-10.50 WELCOME AND IMMERSIVE STORYTELLING PANEL

Large Lecture Theatre, 1st Floor

Peter Woodbridge, Liverpool Screen School

Maddalena Crosti, Digital Catapult

Lucy Hammond, Pilot Theatre

Ben Samuals, Limbik

Andrew McHugh, Boom Clap Play

11.00-12.00 PARALLEL SESSIONS

STORY DEVELOPMENT

Large Lecture Theatre, 1st Floor

Whose story is it anyway? Story/games for active participation

Anna Zaluczkowska, Leeds Beckett University

How do we enable computers to tell stories in a way that are naturally responsive to the audience? Mike Armstrong, BBC R&D

Game Narrative in Immersive Media

Martin Smith, Manchester Metropolitan University

Leaf books in the Electro-library: Handmade Digital Stories

Claire Dean, Edge Hill University

Narrative in VR

Janet Harris and James Taylor, Cardiff University

PERFORMANCE REALITIES

Lecture Theatre 1, Lower Ground Floor

Immersive dance practice and future performance paradigms

Dr Sophy Smith, DeMontfort University

Dance and Contemporary Performance: Innovation through Practice in Virtual Reality

Kerryn Wise, DeMontfort University

Approaches towards adopting the use of digital game design technology and methods for mixed reality performance creation

James Cull, DeMontfort University

XR in the Theatre

Roderick D Morgan, Trajectory Theatre

12.10-13.10 PARALLEL UNIVERSES

IMMERSIVE SCIENCE & ENVIRONMENT

Large Lecture Theatre, 1st Floor

Imag(in)ing climate futures: Exploring the role of speculative fiction, immersive storytelling and collaborative arts practice in the mainstreaming of climate change engagement

Professor Julie Doyle, University of Brighton

Racing the King Tide : Using immersive storytelling to highlight the real impacts of sea-level rise on small island communities in the Philippines.

Chris Chadwick, Liverpool Screen School

The Empathy Machine: Virtual reality, iAnimal and the techno-biopolitics of digital foodscapes

Professor Mike Goodman, University of Reading

Immersive Storytelling and Health

Deepa Mann-Kler, CEO Neon, Visiting Professor, Ulster University

Star Maker- an immersive journey

Chris Batstone, Arcus Studios

MIXED REALITY PLACEMAKING

Lecture Theatre 1, Lower Ground Floor

The Digital Ghost Hunt Immersive Storytelling Experience

Mary Agnes Krell, University of Sussex

VR Kaleidoscope: Reconfiguring space and place through community-based media literacy interventions

Dr Danai Mikelli and Steve Dawkins, Coventry University

How to tell stories of the Past

Sophie Dixon and Abira Hussein, Mnemoscene

Augmenting Place: Story R&D with the Landscape

Peter Woodbridge, Liverpool John Moores University & Alastair Eilbeck, University of Liverpool

Immersive Heritage and Digital Placemaking: From Dirt to Data, Concrete to Code

Nick Bax, University of Sheffield

13.10 LUNCH AND EXPERIENCES

RB523, Fifth Floor

14.00-15.00 PARALLEL REALITIES

IMMERSIVE EXHIBITION & AUDIENCE

Large Lecture Theatre, 1st Floor

I always feel like, somebody's watching me

Verity McIntosh, Bristol VR Lab, UWE

Beyond the HMD – Creating shared immersive experiences

Julia Scott-Stevenson, iDocs, UWE

Evaluating Immersive User Experiences

Jonathan Freeman, i2 Media

Immersive Experiences

Phil Charnock, Draw and Code

IMMERSIVE PRODUCTION REALITIES

Lecture Theatre 1, Lower Ground Floor

Sonic Reality - Audio in Immersive Experiences

Garry Haywood, Kinicho

Shifting Modes: Spectatorship in Theatrical Virtual Reality and Motion Capture

Matt Smith, University of Portsmouth

The future role of characters in immersive storytelling

Guy Gadney, Charisma.AI

Constructing Immersive Events

Shannon Harvey, Production Park

15.00 BREAK

RB523, Fifth Floor

15.20 FUTURE THINKING

Large Lecture Theatre, 1st Floor

Art in the Age of Distraction & How to Bring the Squidge to the Sterile -

Robin McNicholas & Martin Jowers, Marshmallow Laser Feast

Future R&D at Creative Media Labs

Professor Marian Ursu, University of York

Future Thinking- Everybody

16.10 CLOSE

