IMMERSIVE STORYTELLING EXPERIENCES

Research Symposium

14.12.18

LIVERPOOL SCREEN SCHOOL
LJMU, REDMONDS BUILDING, BROWNLOW HILL, LIVERPOOL, L3 5UG
"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 Samuels, Limbik
Darren Emerson, VR City
David Baxter, 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 Zaluckowska, 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 Dear, 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
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 Culi, 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, Animal 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

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
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 Elbeek, 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, /2 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 Mode: Spectatorship in Theatrical Virtual Reality and Motion Capture
Matt Smith, University of Portsmouth
The future role of characters in immersive storytelling
Guy Godfrey, 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