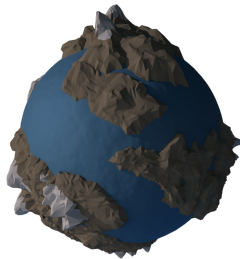


A MAZE. / Berlin 2017

Open VR

Wednesday (9pm - 1am)

Planet Guardian VR



<https://www.facebook.com/PlanetGuardianVR/>

Standing-only VR game where you defend a planet from incoming asteroids spawning from all directions.

Thursday (6pm - 9pm) :

Goliath VR



<http://wolfgangtschauko.at/portfolio/goliath-vr/>

Goliath VR is a local multiplayer game that makes use of one player's real physical body to extend the level for the other player to explore. The two players are named Goliath and David and the playing experience for each of the players is completely different. Goliath controls a real time created body representation by moving his own body. David is controlled with mouse and keyboard like in any Jump&Run game. The displayed body of Goliath can be used by David as an extension of the level.

Friday (4pm to 7pm)

Tell Me What You See

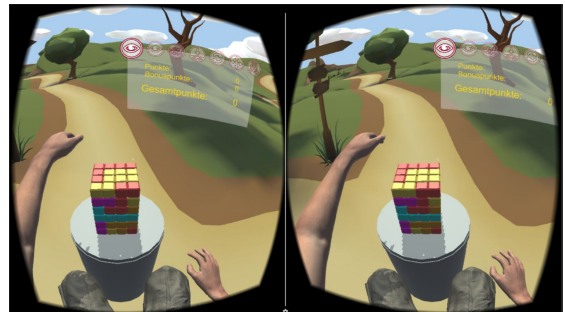


<http://peskybe.es/>

A VR game inside a point and click adventure. Cooperate between VR and PC to solve puzzles looking at them from a different perspective.

Friday (9pm - 1am)

Routine VRchitect (eHealth prototype)



<https://www.facebook.com/MeineRoutine/>

7 out of 10 amputees need drugs to cope with unimaginable phantom limb pain. Our mission is to create an alternative. Routine VRchitect is a therapeutic tower-building game for Daydream VR. Patients will play it with a special controller moving a virtual arm to reduce their pain. We want to raise awareness for this condition and we want the game to be awesome, so we made a version for casual gamers, too. This way, they may participate in cutting-edge research against phantom pain.