

A MAZE. / Berlin

2017

The Brain 3 - Story Lab



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Polish Institute Berlin: www.polnischekultur.de

Institut français Deutschland:

www.institutfrançais.de

A MAZE.: www.a-maze.net

About

The Brain 3 – Story Lab is a temporary interdisciplinary work and exchange hub in Berlin for game creators, vr designers, digital artists, writers and storytellers initiated and funded by the the Institut français Deutschland and the Polish Institute Berlin in partnership with A MAZE.

After two successful „The Brain Residences“ in 2015 and 2016 including the artists Tatiana Vilela (FR), Kati Hyyppä (FI), Karina Smigla-Bobinski (PL), Martin Reiche (DE), Lukasz Spierewka (PL), Titouan Millet (FR), Robin Baumgarten (DE), Jakub Koziol (PL), Leon Denise (FR), which underlined the artistic, experimental and unique framework of A MAZE. we like to invite for 2017 artists to Berlin to have the wonderful opportunity to create playful systems, that the audience at A MAZE. / Berlin 2017 can experience playfulness between human and machine.

Rita Eperjesi (Berlin/ Hungary)

Rita is a Hungarian creative based in Berlin. She has built a self-confidence generator, graduated as an architect, studied copywriting, worked as a graphic designer, taught architecture at the university, made 360° videos and a cloud factory at School of Machines. Her favourite color is yellow.

Personal website: bit.ly/ritaeperjesi

Twitter: @eperjesirita

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Jan Cieslar (Poland)

Advertising copywriter with over 60 awards and shortlists at Clio, Cannes Lions, One Show, Eurobest and others. Now on a sabbatical leave, exploring the boundaries of advertising, technology, storytelling, experiences and game design to create new narrative possibilities. Former priest.

Personal website: www.notexactlyadvertising.com

Twitter: @jan_cieslar

Facebook: <https://www.facebook.com/jan.cieslar.9>

Brice Dubat (France)

Brice is a french game maker at TeamTO games, wannabe writer, who cofounded Klondike collective. He explores the frontiers between litteratur and interactive experiences, but also players boundaries through games that engage him physically. People can call him Pitoum, except his mother who categorically refuses.

Personal website: <http://www.pitoum.net>

Twitter: @pitoum

Facebook: <https://www.facebook.com/Pitoum>

Our selected artists from Poland, France, Berlin are invited to the workshop of potential literature. Morphing literature and interactive media together with the question of how do we experience and work with the written word to create immersive storytelling in the future and fill technology with desire, passion and emotion. In the third edition The Brain - Story Lab we like to explore how story can evolve within virtual reality and how we will read and can experience text and literature in the near future.

Nowosphere

We live in it, but we can't see it. It destroyed our concept of history and became the new reality. Yet because of its ever faster flow, we can't reflect on it - when we try to name it, it is already gone, like this sentence. Every book about it will always be outdated. Any poem meaningless. From here came the idea of NOWOSPHERE - an artistic meditation of the phenomenon of now. It utilizes a custom VR headset with a specially designed program that encourages one to read parts of the most actual news aloud. By reaching to the cloud and taking only the most actual words one is able to name it. By having an option to choose between them and create a live poem for the audience, one has the power to direct the moment