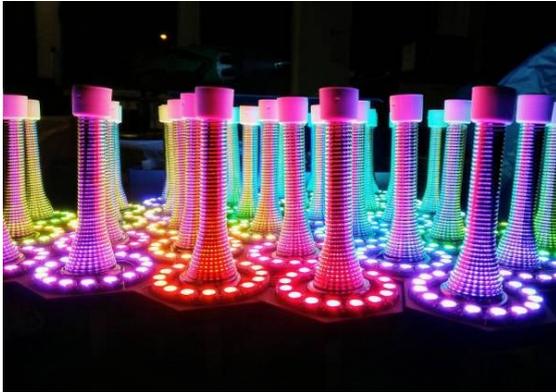




## Extras

### Wobble Garden



<http://wobblylabs.com/projects/wobblegarden>

Wobble Garden is a hand-crafted arrangement of sensing springs combined with reactive lighting. Players wobble springs to interact with the installation and play games. It creates a unique visual and tactile experience and will be scaleable to a several meter large installation.

Concept, construction & programming: Robin Baumgarten

### ANYTHING amazing



<http://electricperfume.com/whats-on/dogson-anything>

ANYTHING is a collaborative virtual reality improvisation. In this debut North American VR performance, attendees are invited to come, create, and contribute to an evolving digital world with their own photos, words, music, and sculptures. An enigmatic artist, known only as Dogson, is trapped within this alternate reality with no means to create on his own. Yet, through the power of e-mail attachments, he can receive our collective works

and use them to construct a gallery of bizarre and fantastical structures from within his simulated prison. There is no skill required to participate, and all are encouraged to join.

The components of his existence are under our control. Event attendees are invited to witness or explore through the sending of images, audio files, text, and 3D models to the performer, who will build them all together in VR in realtime in the space. All submissions will remain anonymous. This show will be as thoughtful, funny, or vulgar as participants make it through what they choose to send. With the power to send him anything we become the arbiters of quality, and the masters of his fate. Come prepared with your finest artistic gifts, make something new on-the-spot, or draw whatever you feel from the internet. All of what we give him will become part of the show, even if we choose to give nothing.

DOGSON

### 1977 Radio Out



<https://globalgamejam.org/2018/games/1977-radio-out>

A short interactive story about Giuseppe Impastato and his life-long fight against Mafia in Sicily.

a game by Alex Camilleri



## NUTS



<https://joonturbo.itch.io/nuts>

Find out where the squirrel keeps their stash!

You have 3 cameras, wired up to three TVs at your hideout. Each night, the squirrel leaves its home, goes to its stash, and returns home. You can place the cameras during daytime, and at night you can watch it run around. Can you find the tree that has the stash?

This game was made for GGJ 2018, at the Reykjavik University site in Iceland. All development and design done by me, Jonatan Van Hove, with help from Marín Björt Valtýsdóttir, Torfi Ásgeirsson and Jóhannes Sigurðsson.

## Ghost Dentist VR



<http://jerrytron.com/project/ghost-dentist-vr/>

Ghost Dentist VR is a game created during Train Jam 2017 with the custom hardware peripheral – “VibraJaw.” Play as a ghost dentist, who can only operate on patients by possessing them and having them perform dentistry on themselves.

It is a humorous body-horror experience where you,

a ghost with a dental practice, possess your incoming patients in order to to their dental work. Of course, since you have possessed them, you are actually performing the dental work on yourself. Your patient is still aware, reacting with their eyes, tongue, and expressing pain. Too much and you'll get kicked out of their body!

Team:

Jerry Belich (custom hardware and design)

Lisa Brown (programming and design and crappy temp art)

Mike Enoch (programming and design)

Elie Abraham (sound and music)

Elliot Davis (the art that actually looks good)

## MOR Museum of other Realities

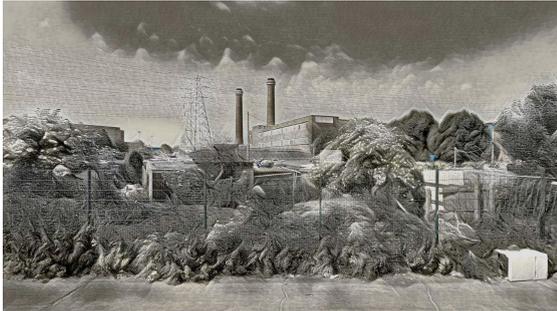


<http://th-er.com/>

A community of creators, explorers, and artists, the MOR provides a place to connect, share, and experience new media together with others from all over the world. The museum contains a cross section of the free-ranging experimentation present in the relatively new medium of virtual reality art, supporting artists who are challenging and redefining what is possible. Together we can discover what this new space means to all of us.



## Bardo (Volksbühne)



<https://www.volksbuehne.berlin/en/programm/fullscreen/876/bardo>

Online, Visual arts

A story-game about life, death and the illusion of free will versus the great algorithm in the sky. Set in a sprawling purgatory of urban junkspace between IKEA and an obsolete airport, the two lead characters – lovers, brothers, colleagues and frenemies – grapple with their obsolescence in a world where nothing is quite what it seems. Generative machine learning meets comparative mythology in synthesising the environment and the creatures who dwell there, creating a recognizable but ghostly image of the material world, a shadow of the present. As the player participates, a narrative unfolds in real time. Bringing together strands of a practice that encompasses text, drawing and dramaturgy, this is the first work of its kind by Berlin-based artist Jesse Darling in collaboration with game architect Christian Kokott.

Picture: Streetview sprawl of IKEAfields styled by a neural imaging tool trained on the etchings of Gustave Doré, work in progress 2018

Cast

Concept, text, design: Jesse Darling

Programming, Design, Production: Christian Kokott

Curator: Elodie Evers

Artistic Production: John McKiernan