



## SPECIAL EXHIBITS

### **False Mirror**

**Ali Eslami**

If future humans (or post-humans) ever live in completely virtual worlds, what would their lives look like? The VR project False Mirror attempts to answer this by simply beginning to construct those worlds. False Mirror is a new and ongoing research project expanding floor after floor to create an infinite virtual city.

The result is a unique experience that uses speculative design to imagine possible futures. False Mirror is a vibrant and boundless virtual city that's continually growing and reshaping itself. This is no faithful representation of an existing place, but it's also not completely disconnected from our reality. It's an extension of our own world, in which the virtual sometimes turns out to be material after all. In the current state of the project, Users can embody and explore the inner depths of False Mirror through the virtual identity of its creator, "Ali Eslami".

The city is built to be used as a foundation for the practice-led research to imagine possible future lives through virtuality.

### **Glyphsprache**

**Bleeptrack,  
Harry Josephine Giles**

A chance to create a universal, collaborative, chaotic glyph language for making poetry. Participants add their own new abstract glyphs to an ever-expanding database, write their own poems in the collective glyph language, and view other poems. A hand-picked collaboration between Harry Josephine Giles (UK) and bleeptrack (DE), co-commissioned with London based festival Now Play This. The glyph dictionary and poems will be added to and shared by visitors to both festivals. Now Play This is a festival of experimental game design running at Somerset House in London from 6-14 April 2019, showcasing interactive and playful work as part of the London Games Festival. They show digital and physical work that has play at its heart. In 2019, Now Play This is themed around community and communities: games which portray particular communities, communities which come together around making games, even games that create communities around them.

Harry Josephine Giles is from Orkney, Scotland, and is a writer and performer. They have lived on four islands, each larger than the last. Their work generally happens in the crunchy places where performance and politics get muddled up. bleeptrack is a computer scientist from Germany who makes generative art, games, videos, podcasts, and many other things.

### **KINESICS.**

### **Body language**

### **in VR**

**Monobanda,  
Improve**

- Kinesics is a cooperative multiplayer VR game about non-verbal communication via hand, arm and head movements. -

A big part of our daily communication relies not only on the verbal, but also on the non-verbal communication. We talk with our body. We point and wave, we nod and shake our head, we hang our head and square our shoulders.

In games, non-verbal communication seems unused and forgotten. But here, the reason is technical in nature. Before VR, we didn't inhabit the virtual world with our physical body, so non-verbal communication was never possible.

VR changes this! It has the potential for non-verbal communication in games to become accessible and, perhaps, even mainstream. The current technology allows us to take our body into the virtual world. A simple combination of headset and 'move' controllers that mimic arm movements opens up a totally new playing field for non-verbal communication.



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### **Marble Guestbook**

**Moshe Linke,  
Thomas Newlands**

The "Marble Guestbook" is an interactive guestbook for all the people coming to A MAZE. / BERLIN 2019. They can come along the installation and just write a small or long note. After a person wrote a message, the marble gets thrown into the installation where the marble can interact with other objects/instruments and more fun stuff. The result is a playful, audio visual experience. Watch your personal marble go crazy!

### **Ngimurok**

**David Kamunyu,  
Daniel Sproll,  
Naddya Adhiambo  
Oluoch-Olunya**

Our goal with 'Ngimurok' is to invite the player to take possession of an ancient rhythm that has remained a secret, until now.

Ngimurok is a Turkana word which means 'Those who channel the messages of the gods'. Our goal with the game is to invite the player to become a student of an old song, learning it one part at a time.

Each portion of the song is carried by 4 spirits:

- One who teaches the rhythm of love.
- One who teaches the frequency of thought.
- One who teaches value of listening.
- And one who teaches the power speech.

The player is taught the ancient song one part at a time. By the end of the 2 minute experience, the song-seance is complete.

Once the player takes the goggles off, our hope is that they carry the music with them.

### **Nirgendheim**

**Jelena Viskovic**

Nirgendheim is a videogame about a dystopian city, merging documents and architecture found in Budapest, Berlin and London. In it's semi-fictional world, game mechanics and storytelling conduct the exploration of spaces of ideological and political tension.

Nirgendheim uses a mythological 'magic quest' trope, estrangement and magical elements in the search for meaning, and binds these with documentary materials.

Nirgendheim is both a place and non--place, where the shadows of architecture as the last grandiose utopian attempt are constantly haunting all of our endeavours. The brutalist architecture of Nirgendheim, as all of the implemented utopias of modernism, always foreshadows the collapse of monumentality.

### **Nommos VR**

**Team Nommos**

The game tells the story of a friendly interaction between aliens and us. Avandu, the company leading the vision of the game tapped into their previous explorations of our other worldly selves. Their '10 godz' posters are a chilling invocation, calling us to reconnect with parts of us which are out of this world

This is a four player V.R. game experience that will use the mic on the headset to detect sound inputs via claps.



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### **Peaceful Garden VR**

**Zuzanna Buchowska,  
Pierre Corbinais,  
Christian Kokott.**

Peaceful Garden is a VR installation created during The Brain 4 residency.

It is meant as a peaceful virtual & physical space in which players can grow a garden, leave their marks and invent their own ways to play.

- The trackers are seeds that can be planted and grown.
- The controllers leave trails that can be recorded and left for future players.
- The VR headset acts as a camera and its feed is projected on the screen for all to enjoy.

There are no rules in Peaceful Garden, and no limited number of players. Anybody can come in, grab a controller, a pompom or a ukulele and join the fun for how long they want. The headset doesn't even need to be worn and can be handheld in order to film from more original angles.

Music & Sound design by Oda Tilset & Elie Abraham.

### **Stoner Game Arcade**

Paloma Dawkins, Gianluca Pandolfo and Thorsten S. Wiedemann want to invite you to the "Games That Only Make Sense Playing When You Are Stoned Jam" which was held online from March 15-31, 2019. All the submitted games will be legally showcased here!

### **The City Games**

**Greg Heffernan,  
Jam Participants**

I've used the idea of 'The City' and its various manifestations and forms, as inspirational fuel for my own games (Off-Peak, The Norwood Suite). In this jam, I highlight how my community takes the idea of 'the city' as a jumping-off point for their own creative work. Consider my games as a starting point, or one of many, and let players dive into the creative possibilities of exploring any ideas you have around the city - fictional, factual, specific or abstract.

Join my community here: <http://discord.gg/Zf8CaA6>



## SPECIAL EXHIBITS

### **The Dancer** **Stuffed Wombat**

Dancer is a tiny dancing simulator.

You can use it for whatever you want. Play it in a disco, try to make some cool moves to your favourite song or figure out how it controls.

### **Vectronom** **Ludopium**

In Vectronom, players must memories patterns and solve environment-specific riddles while moving their hopping cube to the beat. Obstacles change in sync with music as this colorful madness gets harder from level to level, challenging the player's three-dimensional thinking. With the option of hooking up alternate controllers such as dance pads, Vectronom might even get you moving more than your fingers and brain cells.

### **What all The** **Fuzz is about** **Stine Erdal Kristiansen**

This big, pink, fluffy thing followed its heart to A MAZE. / BERLIN 2019. It is celebrating games, and just loving your need to interact and explore. Partial to petting.