SOUTH WEST CREATIVE TECHNOLOGY NETWORK

Welcome to the SWCTN Immersion Showcase

The South West Creative Technology Network (SWCTN) is dedicated to the expanding and evolving field of immersion, and welcomes you to look beyond the constraints of the field through a day of debate, exhibition, networking and discussion. This is your pocket guide to the showcase, containing everything you need to discover the who, what and where of the day. Want some extra details? Visit the SWCTN website for speaker biographies, full programme details and more. Have a question? Come to the info desk at Watershed from 10am-6pm - we're here to help.

A few housekeeping notes:

- We have a tightly packed schedule, so please be sure you are in your seat and ready for the session to begin on time
- Wifi throughout the Watershed is open and needs no password: watershed_open
- The showcase Twitter feed is @SW_CTN
- Please feel free to use the Waterside 2 space in the morning and over lunch to meet, chat, make plans, eat and share ideas

ABOUT SWCTN

SWCTN Immersion Showcase 2019 demonstrates the breadth of the conversation between practitioners from wildly different traditions - writers, artists, theatre makers, engineers, games designers, dancers, coders and more - who have gathered in the place called 'immersive'. The day will explore the emerging market, from its instabilities and difficult challenges to the enormous future potential of immersive experiences - experiences which make people see, feel, think and work differently.

Our website, swctn.org.uk is a space to share and hear about new projects, research and opportunities from across the South West.

The SWCTN is a £6.5 million project to expand the use of creative technologies across the south west of England. The project is developing a networked model of Knowledge Exchange for creative technologies innovation through the delivery of a series of interdisciplinary R&D programmes that harness the expertise in creative technology research across the SW region.

Across three years the collaboration is investing in interdisciplinary R&D fellowships and prototype production across three challenge areas: Immersion, Automation and Data. Our focus on creative technology brings together arts, design, computer sciences, engineering and business development to deliver new products and services.

AudioWAVE - Squid Soup
Arnolfini The Dark Room
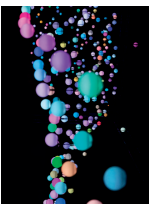
AudioWAVE is a flexible, volumetric, immersive audio system. It is a scalable network of connected, interacting and autonomous light emitting speakers dispersed throughout physical space, allowing the audience to move freely within a responsive sonic ecosystem.

There is no singular optimal listening position but rather a dynamic, evolving and social sonic immersive environment, where each experience is shared but unique.

In addition to forming the basis of an immersive audiovisual experience, we see uses in theatres, galleries, churches, shopping centres and other social spaces, as well as being used as a spatialised DJ tool for live performance.

Baby BSL - VIKA Books
Watershed

Baby BSL's MVP 'Where is the Bird?' is the first Augmented Reality storybook to introduce British Sign Language (BSL) to deaf and hearing families alike. It is a smartphone app + buggy book that is designed to go wherever you go. Turn the pages and 'wake up' magical illustrations that first turn into colourful 3D animations, before being paired with video demonstrations of the BSL sign. We are offering a wealth of opportunities for families to experience sign language from playing with the book, children's activity packs, and BSL demonstrations. You can even get a 10% discount at the Watershed Café if you order your drinks in BSL!

EarthSongs - Mitch Turnbull
Studio 5 Workshop Space

EARTHSONGS
explore | play | create

EarthSongs is a playful and creative mixed reality experience designed for the Magic Leap One headset. Using spatial computing technology, players explore wild soundscapes from around the world in a way never imagined and discover the beauty and importance of wild sounds to our cultural heritage and wellbeing. Individual sounds are represented by interactive abstract 3D visual motifs with associated spatialised audio creating a deeply immersive and beguiling experience. Players discover different soundscapes and sounds from a variety of diverse habitats through multiple layers within the app.

EarthSongs enthrals, enlightens and inspires us to connect with the natural world in a new and intuitive way.

Realtime Stagemaker Toolkit - Anagram
Studio 5 Workshop Space

Realtime Stagemaker is a toolkit which enables multi-disciplinary creative teams to work together in the creation of early-stage 3D VR experiences. One of the barriers to making creative VR content is how difficult it is for multiple practitioners to collaborate in a fluid and agile way in games engine software.

Realtime Stagemaker allows collaborators to be inside a 3D virtual mock up, discussing ideas in-situ in a fluid way, saving time and creating a productive working environment at a level that is not currently possible. It enables diverse creative teams to quickly and efficiently sketch out a 3D prototype of an experience.

Renaissance - Ben Dunks
Arnolfini Auditorium

Renaissance is a movement and strength based Falls Prevention programme aimed at vulnerable people who are living in sheltered accommodation and is designed to be led by staff from Housing Associations. We are working with immersive technologies in a range of ways in order to validate the effectiveness of the programme.

We have partnered with motion capture lab Camera at Bath University to capture the evolution of participant movement, stability and mobility over a 6 week programme of work and have worked with accelerometry, measuring movement in 3 groups in Plymouth to then correlate that data with fitbit data from participants.

Technie Acceleration Tools - Triangular Pixel
Studio 5 Workshop Space

Technie
Acceleration Tools
For Unity Software
& immersive content

Technie Acceleration Tools is a collection of developer tools prototyped by Triangular Pixels. The tools allow for both content to be made faster and more efficiently through the use of automation, and also for players to adapt immersive VR content to their preferences, needs and where it's being played.

At the showcase the audience will be able to play through some demo content created by the tools to see how it adapts to the space it's played, and some of the first accessibility features to be implemented.

Shared Pasts: Decoding Complexity - Coral Manton
Arnolfini The Light Room

Shared Pasts
Decoding Complexity

Using augmented reality technology, the project aims to give a 360 degree view of the past revealing the complexity surrounding cultural collections and landmarks. We are showcasing the beginnings of this application. You will experience narratives around key cultural artefacts, and places around the harbourside. The narratives are voiced by Bristol born actor Adjoa Andoh.

This project aims to challenge people's potential bias in their approach to history, by enabling people to orientate themselves to see diverse outlooks via an intuitive interface and machine learning system of 'recommendations' based on seeing/experiencing alternative narratives.

TacTiles - Rowan James
Watershed

TAC TILES

TacTiles will create an experience unlike any other. Allowing for bass-rich music to be felt by diverse audiences, creating collective experiences. TacTiles will be part of an exhilarating, accessible, performance space that will captivate people's sense of touch, and enable an entirely new form of artistic expression: the haptic DJ.
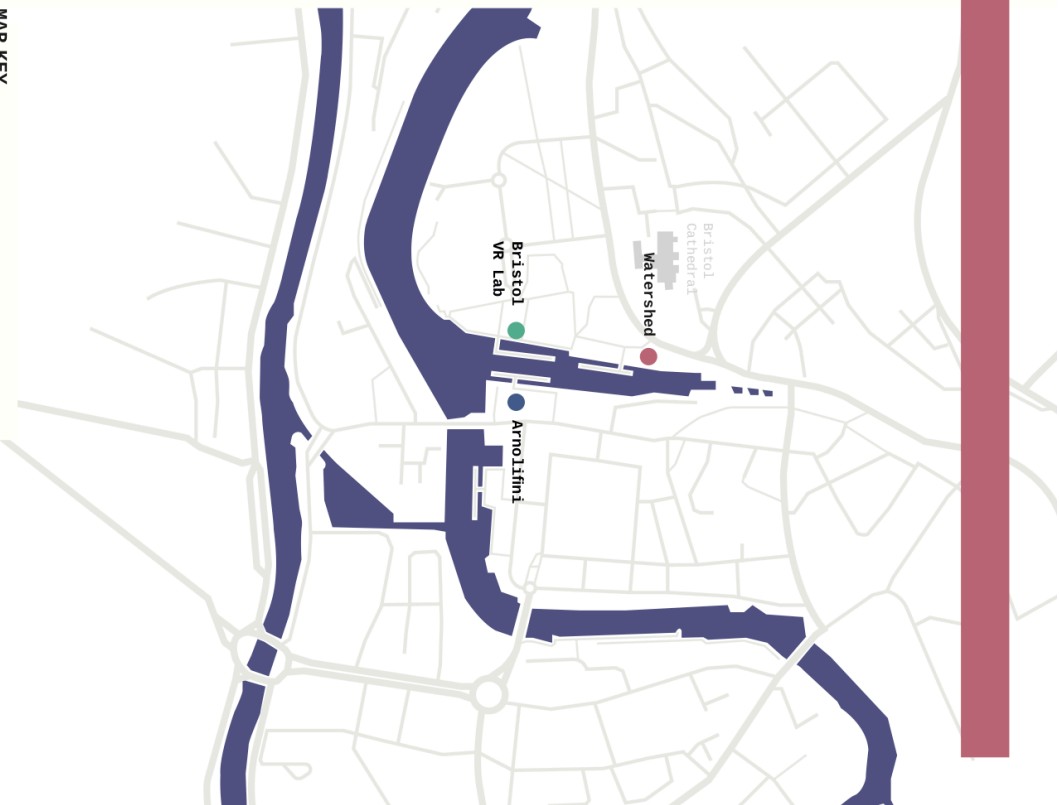
Our prototype for a modular, tessellating, tactile-bass, platform will not only provide a scalable solution that shares the energy of bass with the widest range of people, but delivered in a meaningful, exciting and inclusive way.

Anthony Head	Julia Scott-Stevenson
Anthony Rowe	Katie Goode
Åste Amundsen	Louisa Adjoa Parker
Ben Kreukniet	Luke Reed
Benjamin Dunks	Marcus Smith
Coral Manton	Mitch Turnbull
David Paton	Neil Harris
Dom Brown	Norah Lorway
Duncan Speakman	Nwando Ebizie
Ellie Ripley	Rowan James
Hannah Wood	Sharon Clark
Harmeet Chagger-Khan	Vincent Baidoo-Lowe
Harry Willmott	
Jane Gauntlett	
Jane Grant	

TIME		WORKSHOP/EVENT
10am - 10:30am	Watershed	**Registration**
10:30am - 12:30pm	Watershed Cinema 1	**Session 1 - Welcome and introduction** Jon Dovey introduces us to the SWCTN Immersion fellows **Session 2 - The State of Immersion** Immersion fellow Julia Scott-Stevenson explores the State of Immersion with fellows Duncan Speakman, Vincent Baidoo and Aste Amundsen **Session 3 - Framing Immersion** Mark Leaver explores tech production, distribution, audience engagement, business models and the fundamental grammar of the form **Session 4 - Taking the steps beyond** Ben Dunks interrogates his journey into immersion and explains how the tech is the tool to tell his story, to gain trust and build investment
12:30pm - 2pm	Watershed	**Lunch** Grab your vegetarian and vegan packed lunches
1pm - 2pm	PM Studio	**Lunchtime Talk** Crossing voids, building bridges – grief, conflict & resilience in immersion. Speakers: Norah Lorway, Marcus Smith & Harmeet Chagger-Khan
2pm - 3pm	Watershed Cinema 1	**Prototype Launch** These early stage prototypes aim to use new technologies to engage users in immersive experiences that are brave, ethical and that connect us to one another

3pm - 6pm	Watershed and Harbourside locations	**Explore Immersion Prototypes** Get up close and hands on with the prototypes. Test out the technology and discuss the processes and challenges with the prototype teams
3pm - 6pm	The Link Watershed	**The Wow! Museum** VR demo Anthony Head **Designing an immersive music-making experience in VR** Dom Brown **Glass Ceiling Games** Hannah Wood **Where are you really from? Podcast series** Louisa Adjoa Parker **South West Creative Technology Podcast series** Harry Willmott **Music & the Mind: A psychological exploration of immersive musical experiences Trailer** Ellie Ripley **We ARe better together- Exploring meaningful AR interventions for isolated patients** Fiona Rourke
	Waterside 1	**Between Us** Magic Leap Jane Grant, Coral Manton, Jay Auborn, Phillip Liford and Georgio Cortiana
	Bristol VR Lab	**MA Virtual Reality student prototypes** Partners including BBC R&D and Royal Opera House
3:15pm - 3:45pm	Waterside 2	**Distorted Constellations: Ritualising Augmented Reality: Accessibility as Innovative Creativity and the Use of the Sensory Space** Speaker: Nwando Ebizie
4pm - 5pm	Waterside 2	**Other matters of Immersion: place, mess and entanglement** Speakers: Julia Scott-Stevenson, Duncan Speakman and David Paton featuring David's film Breath of the Geologic

MAP KEY

● **Watershed**
Cinema 1
- Registration Desk

Waterside 1
- Between Us

Waterside 2
- fellows talks

Studio 5
- Workshop Space
(Limina)

Pervasive Media Studio
- fellows talks

The Link
- fellows demo space

● **Amolfini**
The Dark Room
The Light Room
Auditorium

● **Bristol VR Lab**

Bristol VR Lab

Watershed

Arnolfini

Bristol Cathedral

We will provide BSL and live audio captioning to accompany our speakers. To ensure all participants experience a fully playful day please let us know about any access requirements.