

Continue 2018

Future Play: Games. Theatre. Tech

Venue:
Hospitium
Museum Gardens
YO30 7DR

Monday 1 October

09:00 - 10:00	Registration
10:00 - 10:15	Welcome and Introduction Iain Simons (@iainsimons), Director of Culture, British Games Institute Esther Richardson (@pilot_theatre), Artistic Director, Pilot Theatre
10:15 - 12:00	Make. Break. Repeat - Game Jams for Non-Gamers. How the Game Jam format can bring your dream project to life with Professor James Newman
12:00 - 12:30	The AI Challenge: Is Creativity The Last Bastion of Humanity? Peter (@aiprof) and Marian (@MarianF_Ursu) are Directors of Digital Creativity Labs (@labsofdc), Creative Media Labs and IGGI (@iggiphd) at the University of York, with over 100 researchers in games and digital creativity across the UK.
12:30 - 14:30	Lunch Head over to Holy Trinity Church, Goodramgate at lunch to visit The Cutting Room: What is Love? an object based media installation. Please note, spaces are limited and the experience lasts approx. 20 mins. More info here
14:30 - 15:10	My Square Lady - A talk by Simon Will, Gob Squad Collective Arts Member An insight into Gob Squad's (@GobSquad) show that combined, opera, robotics and their unique style of theatre.
15:10 - 15:45	Everyone Wins? Theatre as a "Multi-Player Game" Insights from groundbreaking immersive theatre makers, Sarah Butcher from Non Zero One, and Tom Bowtell and Elliott Hall from KIT Theatre.
15:45 - 16:15	Break
16:15 - 17:00	21st Century Storytelling with Sam Barlow Director and Writer Sam Barlow (@mrsambarlow) speaks about pushing the boundaries of interactive narrative. Sam is best known as the creator of Her Story and his hotly anticipated new release Telling Lies with Annapurna Interactive.
17:00 - 18:00	Panel Machine Questions to be asked? Ideas to interrogate? Then look no further. Submit your questions to #BGIcontinue and put our experts to the test. Our panel machine will randomly select questions submitted by you throughout the day's talks and events, generating a quiz for our fantastic panel. The countdown clock then keeps debate flowing, timing our panellists answers to your most challenging questions.
19.30 - 21:30	Play Myth of Theuth - the most captivating of board games. Join Austrian-based collective qujOchö and five media artists (TBA) for Myth of Theuth - a far-reaching take on the traditional board game. Players use phones, social media, blindfolds, alcohol and sweets to complete a mission. Grab a drink and take a seat. It's going to get interesting..

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Tuesday 2 October

09:00 - 09:30	Registration
09:30 - 12:30	Playable Conference A chance to experience work by companies from across Europe and the UK exploring technology and interactivity in performance. What you can expect: <ul style="list-style-type: none">• Brain controlled movie <u>The MOMENT</u>, brought to you by the University of Nottingham Mixed Reality Lab.• UK premiere of binaural sound experiences: <u>Nightmare</u> and <u>Sweet Sixteen</u>, both co-produced by Kolibri, Small Theatre and Teatret Vårt• Preview Pilot Theatre's VR thriller <u>Traitor</u>• <u>Myth of Theuth</u> - the most captivating of board games Plus a host of other works designed to inspire, delight and test the limits of your imagination.
12:30 - 13:30	Lunch
13:30 - 14:30	If You Go Away, Invisible Flock Interactive Arts Studio Invisible Flock (@invisibleflock) talk about the game that connected galleries, theatres and arts centres across the UK - 'If You Go Away' asks us to play together in an augmented world. The team reflect on the challenges and revelations of working on this innovative project.
14:30 - 15:00	Joining the Hack Circus, Leila Johnston Leila (@finalbullet) shares practical tips on event production and storytelling in the fantasy tech space, drawing on specific examples from Hack Circus and her other work.
15:00 - 15:30	Break
15:30 - 16:30	Stories from Dreams with Cara Ellison Acclaimed journalist, writer and author Cara Ellison (@caraellison) gives us a uniquely personal insight into videogames' promise as a platform for stories.
16:30 - 17:30	Panel Machine Questions to be asked? Ideas to interrogate? Then look no further. Submit your questions to #BGIcontinue and put our experts to the test.

Please see the map for directions - [Hospitium map](#)

For any venue enquiries, including access information, please visit: yorkmuseumgardens.org.uk



Open to all throughout Continue 2018

Play the Future with the University of York Digital Creativity Labs

1 Oct
09:00 - 17:30
Free, drop-in



Join Digital Creativity Labs and the Department of Theatre, Film and TV at the University of York as they bring their latest inventions, experiments and creative works to Continue 2018.

Leading researchers in games and interactive media will share their completed projects and works-in-progress to inspire you to explore innovation at the intersection of application of games, storytelling, eSports, broadcast and the rich space where they converge.

Creative Enterprise: Meet the Experts

1 Oct - 2 Oct
15:15 - 18:00
Free, advanced booking
recommended



Companies and soletraders working in moving image for storytelling are invited to take part in one-to-one support surgeries, with experts spanning Games, Film & TV, immersive and broader business development.

Each surgery lasts 30 minutes and can be used to discuss your new products, ambitions and seek business advice.

Please book a slot via yorkmediale.com

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Co-funded by the
Creative Europe Programme
of the European Union