

| Realms | | Tertiary |
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| <u>SYNESTHESIA</u> Rezonance, 2021 Enhance and Rhizomatiks | <p>Within the realm of SYNESTHESIA, your senses will be transported to new dimensions; where sounds can be seen, and visuals felt.</p> <p>Entering the SYNESTHESIA realm, you become a part of the pulsing rhythmic beat, and a 'traveller' on the Rezonance journey.</p> | <u>General Paper</u> 2.1 Understand better the world in which they live by fostering a critical awareness of continuity and change in the human experience 2.2 Appreciate the interrelationship of ideas across disciplines <u>Art</u> Perceiving <ul style="list-style-type: none"> analyse and define visual expressions in light of social and cultural contexts make connections between visual expressions of differing genres, traditions and contexts Communicating <ul style="list-style-type: none"> Generate, conceptualise and articulate independent interpretations of artworks critically appraise artists/ artworks and their ideas/ concepts Appreciating <ul style="list-style-type: none"> value imaginative and innovative ideas in visual arts |
| <u>UNITY</u> Together: the distance between (us), 2021 thatgamecompany and FIELD.IO | <p>Together: the distance between (us), invites everyone to become a player in the all-encompassing generative instrument.</p> <p>Explore the relationship between movement, light, and sound and use your presence to influence the composition of the space.</p> | |
| <u>PLAY</u> Dream Shaping, 2021 Media Molecule, Sony Interactive Entertainment Europe, and Marshmallow Laser Feast | <p>The realm of PLAY celebrates the joyful and performative sensibilities that videogames inspire in us, their players.</p> <p>In <i>Dream Shaping</i>, your helmet connects you to the virtual world of <i>Dreams</i>, while the oversized soft shapes in the play-space are your props.</p> | |
| <u>CONNECTION</u> WALL, 2021 | <p>The wall divides two opposing worlds - one alive with biological cells, and the other flowing with galactic energy</p> | |

Virtual Realms

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| KOJIMA PRODUCTIONS and The Mill | <p>particles - explore these two spaces and find ways to communicate between them.</p> <p>These signs of life within or beyond the wall hint to the structure as a channel of communication between different spaces and time.</p> | |
| <u>NARRATIVE</u> Book of Sand, 2021 Tequila Works and The Workers | <p>The NARRATIVE realm showcases the power of videogames to tell stories and create new forms of fiction.</p> <p>Depending on your choices and how you collaborate, each rendition of the narrative will be different.</p> | |
| EVERYTHING Eye, 2021 David O'Reilly and onedotzero | <p>The EVERYTHING realm celebrates the capacity of videogames to generate expansive universes and give shape to the infinite potential of our imagination.</p> <p>The patterns of living and non-living forms are continuously being generated; no mandala created will ever be seen again.</p> | |