

Realms		Tertiary
SYNESTHESIA 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>	<p>General Paper</p> <p>2.1 Understand better the world in which they live by fostering a critical awareness of continuity and change in the human experience</p> <p>2.2 Appreciate the interrelationship of ideas across disciplines</p> <p>Art</p> <p>Perceiving</p> <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 <p>Communicating</p> <ul style="list-style-type: none"> • Generate, conceptualise and articulate independent interpretations of artworks • critically appraise artists/ artworks and their ideas/ concepts <p>Appreciating</p> <ul style="list-style-type: none"> • value imaginative and innovative ideas in visual arts
UNITY 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>	
PLAY 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>	
CONNECTION WALL, 2021	<p>The wall divides two opposing worlds - one alive with biological cells, and the other flowing with galactic energy</p>	

Virtual Realms

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>	
NARRATIVE 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>	