

| Realms   |   | Tertiary   |
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| <p><b><u>SYNESTHESIA</u></b><br/> <b>Rezonance, 2021</b><br/> <b>Enhance and Rhizomatiks</b></p>   | <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><b><u>General Paper</u></b></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><b><u>Art</u></b></p> <p><b><u>Perceiving</u></b></p> <ul style="list-style-type: none"> <li>• analyse and define visual expressions in light of social and cultural contexts</li> <li>• make connections between visual expressions of differing genres, traditions and contexts</li> </ul> <p><b><u>Communicating</u></b></p> <ul style="list-style-type: none"> <li>• Generate, conceptualise and articulate independent interpretations of artworks</li> <li>• critically appraise artists/ artworks and their ideas/ concepts</li> </ul> <p><b><u>Appreciating</u></b></p> <ul style="list-style-type: none"> <li>• value imaginative and innovative ideas in visual arts</li> </ul> |
| <p><b><u>UNITY</u></b><br/> <b>Together: the distance between (us), 2021</b><br/> <b>thatgamecompany and FIELD.IO</b></p>                                | <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>                            |  |
| <p><b><u>PLAY</u></b><br/> <b>Dream Shaping, 2021</b><br/> <b>Media Molecule, Sony Interactive Entertainment Europe, and Marshmallow Laser Feast</b></p> | <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> |  |
| <p><b><u>CONNECTION</u></b><br/> <b>WALL, 2021</b></p>   | <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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| <p><b>KOJIMA PRODUCTIONS<br/>and The Mill</b></p>   | <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>  |  |
| <p><b><u>NARRATIVE</u><br/>Book of Sand, 2021<br/>Tequila Works and The<br/>Workers</b></p> | <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>  |  |
| <p><b>EVERYTHING<br/>Eye, 2021<br/>David O'Reilly and<br/>onedotzero</b></p>                | <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> |  |