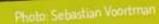
# MOVE IT 26 May - 17 June 2020

Youth mobility in the digital era

www.jugendfuereuropa.de/veranstaltungen/MOVE-IT







National Agency (Germany) Erasmus + Youth in Action European Solidarity Corps



International Youth Service of the Federal Republic of Germany





Estonian Youth Work Centre



# Immersive for Impact

Crafting stories and campaigns

Felix Gaedtke, Co-founder, NowHere Media



"Storytelling is our speciality. It's the basis for everything we do as a species."

- Yuval Noah Harari





We create immersive experiences that enable audiences to view contemporary issues through a critical lens



#### Partners



























































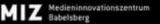








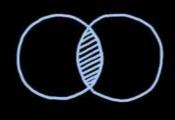






## Why immersive narratives







Presence

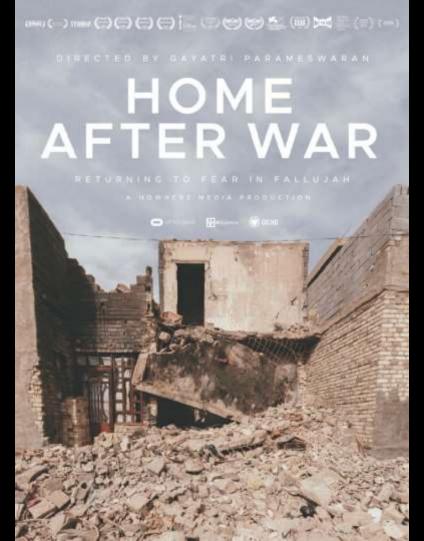
Proximity

Empathy



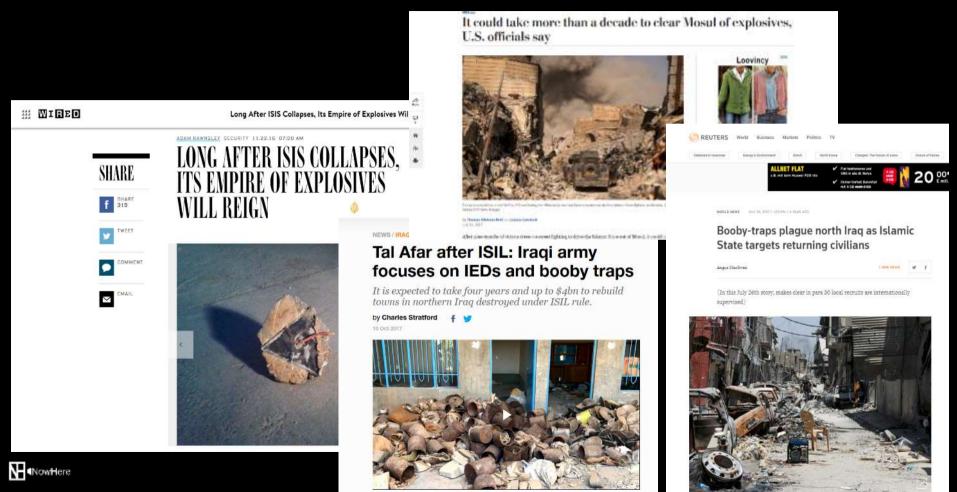
Imagine a desirable future







### An unprecedented challenge







Define tangible goals



**Desirable future:** A world where there wouldn't be fatalities due to unexploded remnants of war.



What that would require: Areas of conflict are thoroughly cleared of unexploded remnants of war before civilians can access them.



What that would require: 1. More resources towards clearing unexploded remnants of war.

2. Making sure civilians don't return to unsafe areas until it's safe.



What that would require: Encouraging more funding towards mine clearance and mine risk education.



What that would require: A successful communciation campaign that stresses for the need to ensure additional funding.



What that would require: A powerful, enaging personal story that is engaging.

Define target audiences & partners







Justify immersive





Mitigate risks













Design for immersion



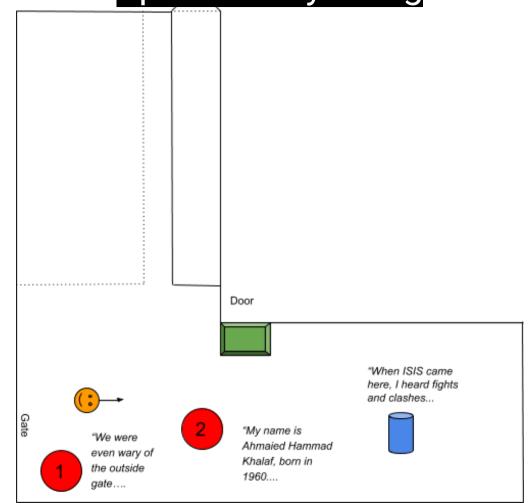




## Scripting with interactions

Time	Visual	Audio	Interaction
03:00	The 360° video ends.	Ahmaied's voice fades out. Music fades out. Ambient track continues.	If you step out of the column/away from the footprints, the 360° video stops playing. You continue exploring the courtyard.
	You discover another pair of footprints with the writing, "Stand by me to experience more."		When you step on the footprints, you enter another 360° world.
03:15	In the 360° video you are standing on top of a rooftop in Ahmaied's neighbourhood. You see a lot of destroyed houses. Some pigeons/birds circling the sky.	You heard Ahmaied saying, "When ISIS came here, I heard fights and clashes. I heard the fighting between between them and the security forces. There were fights everywhere. Planes were bombing, the military was attacking trying to push ISIS back."	
			If you step out of the column/away from the footprints, the 360° video stops playing.
04:00	The main door into the home lights up and glows.		You walk towards it and touch the door.

## Spatial storytelling





Co-create



## Multidisciplinary team

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7
Research	Photogrammetry capture	Scripting	Photogrammetry reconstruction	Testing	Set design	Distribution
Pre-production	360° filming	Storyboarding	UX Development	Bug-fixing	Set building	Impact assessment
Photogrammetry training	Stereo billboarding	World building	UI/UX design	Optimising	Multisensorial design	
			Sound design & Music	Impact production	Installation build	
			360 film post- production			



Track impact







































































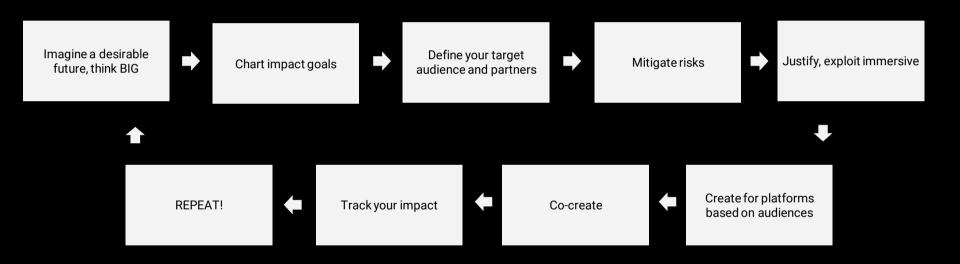




Repeat



### The path to immersive impact

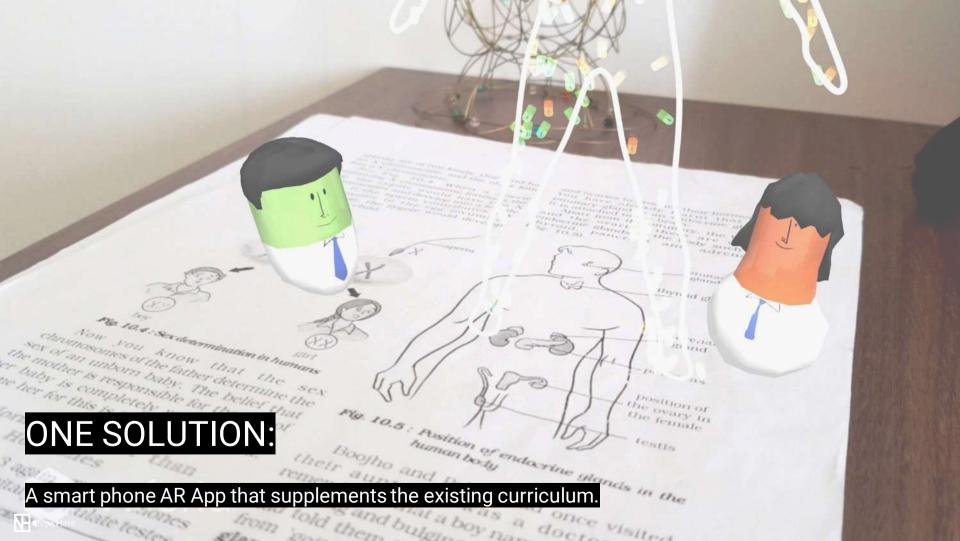










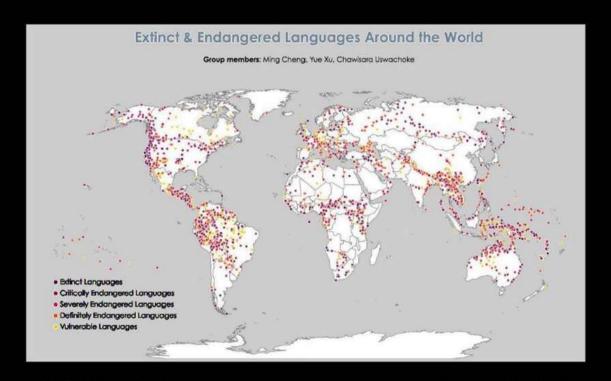






KUSUNDA explores what it means to lose a language and what it takes to preserve one.

#### **URGENCY & RELEVANCE**



50% of the world's languages are endangered, every two weeks a language falls silent.



## Thank you!

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