

IN COMPETITION

AMSTERDAM 1652: THE HANDS OF THE CITY

di **NIENKE HUITENGA-BROEREN, VINCENT SLANGEN** 37' MODERATED

Amsterdam, 1652. When the old Town Hall goes up in flames, the paths of a whaler, a printer, and a newly freed Black craftswoman cross. In the ashes of that one night, they not only see how a city rebuilds itself, but also see their own future in a new light. On this day, you meet them. Cornelis, a whaler stranded ashore with an injured leg, feels the sea slipping through his fingers. Marie, a printer, navigates between Amsterdam's fickle censorship and the freedom of the press. Esperança, a newly freed Black craftswoman, mixes the pigments that bring the world to life on paper — and finally senses a future of her own making. Meet all three of them and get a taste for how their daily life weaves through the city. One of them will take you to a spectacular view of the city. But the perspective and their personal story depends on your choice. Who will you join? Amsterdam 1652: The Hands of the City is an intimate, cinematic VR experience: history lived through the eyes of those who built the city with their own hands.

ANOKHYA: THE ORIGIN

di **ANAND KISHORE** 27' MODERATED

Anokhya, a courtesan trained in the ancient sixty four arts, seeks a forbidden mystical discipline from a reclusive sage. Burdened by hidden pasts, their encounter reshapes their destinies. Set in a mythic world inspired by Indian epics, the piece places the viewer in intimate proximity to Anokhya as she moves through a sensorial Himalayan landscape toward her first fateful meeting with the sage.

ARTOU

di **ABDERRAHMANE SISSAKO** 27' COMFORTABLE

After the death of their father in Europe, a family of three sisters and three brothers fulfills the patriarch's final wish: to be laid to rest beside his father, in eternal sleep, in his native village in Mauritania.

BACK TO THE EXPERIENCE

di **JESSIEN HUANG** 40' INTENSE

A story centers on a protagonist who has been deeply influenced by popular culture such as comics, films and games since childhood. It depicts how the character encounters diverse virtual worlds, embarks on adventures, and engages in self expression, social interaction and artistic creation within these worlds. Gradually, the protagonist inhabits a blended world where virtuality and reality coexist. In the end, the protagonist's true identity is revealed: rather than a single specific individual, the character represents dozens of creators from the VR community.

BEING IN YOU

di **MICHAŁ STANKIEWICZ** 18' MODERATED

What remains of us after we die? Being In You is a mixed-reality documentary created with musician and geologist Cat Janice, before and after she passed away. The project reverses embodiment: instead of you

stepping into her world, Cat asks whether she can step into yours, into your senses, your imagination, even your body's movements. If you smile now, I will be in your smile. A tender duet between the living and the no-longer living, an intimate encounter with the digital afterlife, holding someone's echo of existence.

BOWIE: UNSEEN UNHEARD

di **DENIS O'REGAN, NICK RYAN, JOE CROSSLEY** 25' MODERATED

An immersive audio-visual experience that reimagines the photographic archive of legendary music photographer Denis O'Regan, featuring more than 800 iconic, rare and previously unseen images spanning two decades of David Bowie's extraordinary career, the project invites audiences to step beyond the photograph and into the emotional atmosphere of these moments, accompanied by the photographer's commentary. The soundscape unfolds as a parallel narrative, created by acclaimed sound designer and composer Nick Ryan and presented through L-ISA, the immersive spatial audio technology developed by global professional audio leader L-Acoustics. Complemented by David Bowie's own music and original compositions by Mike Garson, Bowie's longest-serving band member, each scene is meticulously crafted to evoke the emotion, energy and atmosphere surrounding every photograph. Rather than simply observing history, audiences are drawn into it experiencing the anticipation before Bowie steps onto the stage, the vast scale of an arena, the intimacy of backstage moments and the atmosphere of fleeting, unrepeatable memories that might otherwise have been lost to time.

DISNEY NATURE'S WOLF: AN IMMERSIVE EXPERIENCE

di **JEFF WILSON** 20' COMFORTABLE

Ellesmere Island, Canada sits deep in the far north, 250 miles from the nearest human settlement. Few people will ever witness firsthand the stark beauty of this remote Arctic peninsula or encounter the animals that call it home, but immersive video offers a rare opportunity to come close. Join the wildlife filmmakers of Silverback Productions as they enter this extraordinary landscape, observing vast polar terrain and the Arctic wolves who inhabit it while patiently and responsibly earning their trust. This project is a companion to the all-new Disney Nature film coming to Disney+ in 2027

EMPIRE AT SEA

di **PETER FLAHERTY** 22' MODERATED

Empire At Sea is a Solarpunk AR drama about a group of climate scientists who move to a remote oil rig for their summer sabbatical to attempt to create a sustainable city at sea. Halfway through the summer, the big one hits and wipes out the mainland. Unable to make contact, they must fend for themselves. This episodic, interactive drama was commissioned by the Lincoln Center. It speaks directly to the climate change generation with a thrilling father-daughter story that addresses themes of sustainability, immigration, and multicultural communities. It features a diverse and recognizable cast, including Orlando Jones, Ayelet Zurer, Geoffrey Arend, and Beth Grant.

EVEREST: THE FIRST ASCENT

di **JEAN DELLAC, BENJAMIN AURICHE** 37' COMFORTABLE

1953. A British expedition sets out to conquer Everest, a legendary summit that no one has ever reached. Today, you are part of the team. Tenzing Norgay, leader of the Sherpas, guides you through an adventure that

will make History. Journey with him through a hidden Nepal of temples and ancient traditions, before facing the cold, the lack of oxygen and glaciers swept by violent storms. The mountain sets the rules: every day brings new surprises and dangers. Who will reach the summit? Who will make it back? Experience from within one of the greatest expeditions of the 20th century.

EYES OF SHAME (GÉDOS AKYS)

di **TOMAS TAMOŠAITIS** 40' INTENSE

A boiled egg on the plate. An ordinary word. A familiar sound. When a Nurse forces 14-year-old Eyeless to eat at a hospital for troubled teenagers, unfinished memories begin to interrupt reality. The past repeatedly hijacks the present.

FINDING FRIDA

di **HILDE K. KJØS** 41' MODERATED

In a “real unreality” VR space, a miniature Art Nouveau villa appears before expanding to full scale. Past and present weave together as we step into the world of Frida Hansen – once an internationally acclaimed textile artist, now largely forgotten. Guided by her great-great-granddaughter Cecilie, we explore a lush garden where archival photographs, a gramophone and woven artworks become portals into Frida’s life. As bankruptcy and profound personal grief descend, the vibrant garden withers into darkness. From this desolation emerge four enigmatic female figures, foreshadowing the work *Semper Videntes* and the beginning of Frida’s artistic awakening. Across a century, Frida and Cecilie’s lives entwine. Through art, hardship is transformed into enduring beauty – a testament to how the role models we uncover continue to inspire and shape who we become.

GALAPAGOS: THE LAST EDEN

di **ANTHONY GEFFEN** 60' COMFORTABLE

Step into Galapagos: The Last Eden, an immersive journey narrated by Margot Robbie. Explore the archipelago’s volcanic birth, dive into vibrant oceans, and witness the raw power of evolution. Galapagos: The Last Eden combines compelling storytelling, scientific discovery and state-of-the-art technology to create a powerful celebration of one of the world’s most iconic ecosystems. Both educational and emotionally engaging, it offers audiences an inspiring perspective on the beauty, fragility and enduring importance of the natural world.

HONEYBOYS

di **TIBOR DE JONG** 36' EXTREME

Naked red-haired delivery boys drive an infinite inescapable chain of production and consumption. Following one boy throughout the system, Honeyboys is an artistic and allegorical descent into an estranging landscape of exploitation and desire. It challenges us to reflect on our place in the world, confronting us with our own complicity in a system we oppose and depend on in equal measure.

NEL BLU

di **FINS** 60' INTENSE

Nel Blu is an interactive virtual reality journey about rediscovering curiosity through the eyes of adulthood. Beginning in the monotony of everyday life, players are gently guided by an unseen narrator into memories of childhood wonder, where ordinary objects become gateways to the vastness of space. Through quiet interactions and immersive transformations, bedrooms become observatories, toys become spacecraft, and simple questions become invitations to look upward once again. Rather than asking players to save the world or solve a mystery, Nel Blu offers something quieter: a moment to pause, breathe, and remember the feeling of seeing the universe with wonder for the very first time.

NEVATARS

di **ANDY SERKIS, JOSH NELSON YOUSSEF** 31' INTENSE

Aya, an aspiring artist obsessed with perfection, hides the quirky, deeply personal creations that reflect her true artistic voice inside a forgotten folder called "Nevatars." But when her newest "perfect" character is accidentally dropped into that hidden world of discarded digital no-hopers, an unlikely escape mission forces Aya to confront the parts of herself she almost abandoned forever.

NOTHING TO SEE HERE

di **CELINE DAEMEN** 8' COMFORTABLE

Nothing to see here opens a window to a small alternative reality. Placed in liminal public spaces, it invites casual passers-by to peer through the peepholes of a box-shaped diorama. The experience immerses you in an optical and sonic illusion. You see yourself from a bird's-eye view, while fictional characters start to surround you. A series of strange events involving a plastic bag, a confused man, and a wolf gradually challenges our perception: What's happening behind your back? How much of reality can we truly comprehend? It invites you to stand still for a moment in a space you would otherwise just move through, urging you to be present and truly look around you. The installation shakes and splits your perception. It places you in the middle of an alienating virtual world, while simultaneously allowing you to observe your body from a distance. Through this experience, the audience explores how what we accept as truth is not objective or fixed, but constantly shaped by our bodily relationship with it.

NOX

di **RIO NAKADA** 20' INTENSE

Nox is an autobiographical immersive experience that explores trauma, dissociation, and the fragile boundary between existence and disappearance. Drawing from the director's lived experience of complex PTSD, the work transforms psychological states such as identity fragmentation, depersonalization, and Alice in Wonderland Syndrome into spatial narrative and embodied interaction. Guided by a quiet voice, participants move through a dreamlike world composed of memories, drawings, sounds, and fragments of consciousness shaped by lived trauma. Hands distort, space collapses, perception shifts, and the participant's own body becomes part of a landscape where reality is unstable and the self begins to dissolve. Through a series of hand-based embodied interactions that evoke cross-modal tactile sensations, VR/MR transitions, and intimate first-person storytelling, Nox invites participants not simply to observe trauma from the outside, but to enter the

unstable space trauma creates. The work traces a quiet movement toward beauty, connection, and the will to keep living.

OCTOPOCALYPSE

di **MAX SACKER, ARITE SZADKOWSKI** 20' MODERATED

What would you do if you met an alien intelligence with power to shape humanity's future? Three participants enter an interrogation room after a meteor storm has almost destroyed civilisation. Before them is an alien octopus: fragile, prophetic, curious, and possibly able to help humanity rebuild. Its attempts at contact arrive through music, touch, rhythm and visions that can be progressive, terrifying or intimate. Octopocalypse unfolds as an interactive music video, a prophetic projection, a war-room experiment and an emotional test. Participants must decide how to speak to a higher species under strain. Do they interrogate it, forcing answers from a mind far beyond their own, or slow down, listen and earn its trust? Questions, button presses and rhythm can change the outcome, as the group builds a track from patterns and musical impulses sent by the alien. The piece asks whether first contact is guided by curiosity and empathy or by fear and control. Octopocalypse is a story of crisis, projection and compassion, told through an immersive cinematic system in which image, sound, touch and collective choice become one experience. It asks whether humanity can recognise intelligence in a being it is tempted to treat as a resource.

ÔL (HAUNTS)

di **LUCY HAMMOND, TOMOS CHETWODE-BARTON** 15' MODERATED

It's 2006 in a small North Wales town, and 16-year-old Morgan stands on the edge of his future. He guides us through familiar haunts, late-night hangouts and moments that linger long after the last bus leaves. With Tony Blair as Prime Minister and social media just beginning to take hold, Morgan searches for where he belongs in a fast-changing world, navigating friendship, identity and the uncertainty of growing up.

OUT OF THE ASHES

di **RORY MITCHELL, NONNY DE LA PEÑA** 26' MODERATED

On January 7, 2025, wildfires fueled by 100 mph winds tore through Los Angeles, scorching 40,000 acres, destroying 16,000 homes, and displacing more than 100,000 people. But statistics cannot measure the loss of a hand-painted red front door, an antique violin or a child's bedroom. Out of the Ashes uses cutting-edge spatial technology to document the devastation and the human stories within it. The seven vignettes in Out of the Ashes are synecdoches for so many others, describing the memories of the lives lived in those homes, births celebrated, grief and family members mourned. The destruction captured in this documentary begs the audience to ask, "What place was this? What people lived here?" and "What will come from OUT OF THE ASHES?"

OUTRENOIR

di **GORDON** 12' COMFORTABLE

Through multifaceted experimentation, walnut stain, oil paint, acrylic, and glass were the materials Pierre Soulages, one of the most celebrated artists of his generation, tirelessly confronted, until the emergence of his famous Outrenoir at the age of sixty, midway through his career. It was then that the canvas became a space where the artist worked with house painter's tools, striating, gouging, and smoothing the surface to endlessly

play with the light and reflections he so loved to create. In tribute to this absolute artist, Outrenoir is a virtual reality artwork that takes us on a journey to discover the core elements of his practice. Built both as a chronological walk through the life, influences, and discoveries of Pierre Soulages, and as an abstract space where light guides our way, the narrative is punctuated by excerpts from interviews and writings from the painter. The Outrenoir experience offers an author's perspective on the artist's work, like an infinite mirror reflecting the traces he left behind

RAJ'IN (WE SHALL RETURN)

di **FAIZ ABU RMELEH, KEREN MANOR** 24' INTENSE

Filmed over three years, We Shall Return documents Israel's ethnic cleansing of Palestinians in the West Bank through the stories of over 11 Palestinian communities facing forcible transfer, using a visceral blend of 360° cinematography and raw phone and handycam footage filmed by Palestinian residents and activists. The narrative follows three protagonists at different stages of dispossession: Jaber, who remains on his land despite continued attacks and home demolitions, 'Alya, who has endured multiple displacements; and the Hreizat family, who were forced to dismantle their home and move. By juxtaposing daily life with the violence of settler militias and Israeli forces, the film reveals a landscape and people under constant threat and a policy aimed at eliminating Palestinian existence. It is a haunting, unfiltered record of a world being erased, subtly framed by the very intimidation the film crew faced to capture this reality

SHIFTING CONNECTIONS

di **TUNG-YEN CHOU** 12' INTENSE

Shifting Connections is a collective immersive experience that invites participants to step through a threshold into a shared virtual world. Bodies appear as glowing points and connecting lines, forming living constellations shaped by movement and proximity. Rather than following a story or completing tasks, the work offers an intuitive encounter for audiences of different ages and levels of VR experience. Participants can sense, play with, and transform the relations unfolding around them. As connections form, loosen, and reconfigure, invisible distances become visible, allowing the boundaries between bodies, physical space, and the virtual world to gently dissolve.

SMITHSONIAN STARSTRUCK: AN IMMERSIVE EXPERIENCE

di **ELLIOTT MIZROCH** 38' MODERATED

We have always looked up. Smithsonian Starstruck steps inside that ancient cinema and dissolves the screen. A free-roam virtual reality work created in partnership with the Smithsonian and built on data from NASA, ESA, Hubble, JWST, Chandra, and the Parker Solar Probe, Starstruck rebuilds the most iconic two-dimensional images in human history as walkable, to-scale universes. What was once a famous photograph becomes a place audiences can inhabit, touch, and traverse. This is not a film about the cosmos. It is an invitation to step inside it. Visitors stand within the Pillars of Creation as a star is born, witness Betelgeuse detonate as a supernova, and feel spacetime warp around Sagittarius A*, the supermassive black hole at the heart of our galaxy. They step aboard recreations of the Hubble Space Telescope, the James Webb Space Telescope, and the Chandra X-ray Observatory — and look ahead to the Giant Magellan Telescope, rising in Chile's Atacama Desert, poised to search for habitable worlds beyond our solar system. Starstruck is a poem about what we are. Billions of years of stars living, dying, and recycling their matter gave rise to a small, green-blue world — a fragile miracle against impossible odds. The carbon in our hands, the iron in our blood, the calcium in our

bones were forged in supernovae. “We are made of star-stuff. We are a way for the cosmos to know itself.” (Carl Sagan) To walk these scales is to feel what astronauts call the overview effect — Earth as one borderless whole, and humanity as a single, fragile experiment.

SOLWATA

di **FELIX GAEDTKE, GAYATRI PARAMESWARAN** 25' MODERATED

Narrated by Mark Ruffalo, Solwata is a mixed reality installation exploring rising seas in the Solomon Islands due to climate change. Interacting with water and artifacts, audiences enter the vibrant world of the Solwata, or saltwater, people. Using 360° video, Gaussian splats, and 3D animations, participants join Martha, Francis, and Lawrence as they protect their homes and heritage amidst displacement and planned relocation to the mainland. Solwata transforms an abstract threat into a visceral experience of cultural resilience and the loss of home.

SUNSET MOTEL

di **GILLES JOBIN** 20' INTENSE

Sunset Motel is an immersion into the world of illustrator and scratchboard master Thomas Ott. His elaborate characters and scenery come to life through motion capture when set in movement by choreographer Gilles Jobin. From the bus stop, where they land in VR, the participant sees the Sunset Motel on the other side of the road. They can free roam through the lobby, around the pool and into the rooms, following the characters and their stories—not ordinary stories—unfolding in movement and without dialogue. The participant is literally immersed in a black-and white cosmogony created by Thomas Ott, populated by misfits and loners, scratched to the bones, they are silently carrying their backstories. When a dramatic event unfolds, the participant realizes that they might themselves be the next chapter of that story. Maybe the bus arrived too early at that lost motel in the middle of nowhere, maybe those stories were not for them to see...

THE PIGEON RING

di **YUQI ZHANG, SHIXIN TAO** 35' MODERATED

Lyn gives in to her aging grandfather's stubborn wish and accompanies him back to a long abandoned family home in search of a missing pigeon leg band. As they search through the old rooms, fragments of the family's past begin to surface, revealing another side of him, one buried deep within memory, obsession, and unspoken regret.

TOMORI

di **MISA HARU** 20' MODERATED

Shizuku, a young worker, undergoes a unique hypnosis by therapist Ayano. The audience enters this trance alongside her, revisiting a teenage family life and Tomori's past. To adults, adolescent struggles seem trivial, yet they leave lifelong scars. To unveil the truths society ignores, we must look through the eyes of our younger selves. A surreal journey into the depths of memory.

ULRICA

di **HONGBO CAI** 20' COMFORTABLE

A wartime submariner escapes his sinking vessel and descends into ocean's depths, pursued by a low-frequency pulse he associates with the rumoured enemy craft known as Ulrica. As he hides among caves and ruins, time fractures: ancient shipwreck surfaces, and memories from different centuries bleed into one another. The sea becomes a liminal archive, transforming a soldier's flight into an encounter with the forgotten and the unknowable.

YESTERDAY MAYBE

di **MATTHIEU VAN EECKHOUT** 16' MODERATED

Yesterday Maybe evokes the suspended moments following the announcement of a loved one's death, when reality falters and the mind struggles to grasp the irreversible. Inspired by the first sentence of Camus's *The Stranger* - "Mother died today. Or maybe, yesterday; I can't be sure." -the project delves into a swirl of memories, emotions, and absurdity, offering an intimate passage through grief and questioning our rituals in the face of the incomprehensible.

OUT OF COMPETITION

BEST OF EXPERIENCES

CRAFTING CRIMES

di **CHLOÉ ROCHEREUIL** 20' INTENSE

For the first time, true crime podcasting meets the art of miniature model-making. This immersive mixed-reality series lets you reconstruct history's most infamous crime scenes and unsolved murders, guided by miniaturist Carol Rasaphangthong. In the series third episode, *The Mona Lisa Heist*, piece together one of the most world-shaking art thefts of all time: the disappearance of the Mona Lisa. In the summer of 1911, the masterpiece vanished from the Louvre's Salon Carré. No alarm. No trace. For two years, the world wondered where the Mona Lisa has gone. The truth? The player is invited to piece it together to find out.

HOTEL INFINITY

di **WILLIAM CHYR** 45' (120') MODERATED

Hotel Infinity invites guests to experience the finest accommodations that non-Euclidean geometry can offer. In this room-scale VR game set in a mysterious hotel, impossible architecture and reality-defying spaces await beyond the front desk. Navigating the winding hallways and grand ballrooms entirely on foot, guests solve puzzles to uncover the hotel's secrets. We hope your stay is eternal.

IN 36,000 WAYS

di **KARIM BEN KHELIFA** 3' INTENSE

In this intimate, site-specific variation of his ongoing project, Karim Ben Khelifa shifts the experience of war from cognition to embodiment. Inside a solitary booth, a shard of missile shrapnel from Ukraine's frontline is presented to the visitor. As each person enters, their presence is detected and physiological signals captured non-invasively, translated into a low-frequency soundscape, where the visitor's own heartbeat becomes a quiet, persistent rhythm of resilience within the wreckage.

LITTLE NIGHTMARES VR: ALTERED ECHOES

di **LUCAS ROUSSEL** 45' (240') INTENSE

Little Nightmares VR: Altered Echoes is a dark atmospheric adventure-puzzle game where the player embodies Dark Six, a mysterious figure with the shape of a little girl. They navigate a disturbing world, solve intricate puzzles, and escape terrifying giant foes in a desperate search to become whole again. The twisted environments the player traverses are filled with echoes of past events, whispers of hidden connections, and signs that your journey is part of something larger. Confronting these mysteries means facing not only external threats but also the haunting reality of the player's transformation. For the first time, the disturbing universe of Little Nightmares can be experienced entirely in first person through virtual reality. Every sight, sound and shadow become part of the player's reality, drawing them deeper into a world where nightmare and truth blur. As they explore oppressive environments of impossible scale, each interaction reveals hidden paths, environmental puzzles and fragments of a larger mystery. Beyond survival, the journey is one of rediscovery as the player searches for the missing part of themselves while uncovering clues connected to Six's story and the enigmatic Transmission. The immersive nature of VR heightens the series' signature feelings of vulnerability, curiosity and tension, making every encounter with the Nowhere feel immediate, intimate and deeply unsettling.

OF WOMAN BORN

di **NALINI MALANI** 20' COMFORTABLE (Magazzini del Sale n. 5, Fondamenta Zattere ai Saloni, Dorsoduro 262)

Nalini Malani's constellations of hard-hitting images cut across cultures, mythologies, and histories. In this newly commissioned artwork by the Kiran Nadar Museum of Art, Malani extends her Animation Chambers series, a form she developed since 2017, where multiple iPad animations come together to create an all-encompassing experience. These animations archive the microclimates that occupy the artist's mind and are externalised into the world as visual notes for reflection. They are thought chambers that create a sensorial explosion with a dynamic relay/ play of projections, sound, scale, and surface. Of Woman Born offers a contemporary reflection on the ancient mythical figure of Orestes, who killed his mother in retaliation for the death of his father. Despite being pursued by the Erinyes, the Greek goddesses of justice and revenge, Orestes was later pardoned by the Goddess Athena with no retribution for his actions. For Malani, the contemporary world is unfolding much like the story of Orestes, where wars are led in the name of self-defence with no accountability for individuals who perpetrate the violence. She asks us to have a relook at the geopolitical demarcations of the world and locate the agency of women who bear the brunt of the global conflict.

SPOMYNY

di **SOPHIA BULGAKOVA** 20' EXPERIENCE

Споми́ни [spomyny] is a Ukrainian word for “memories” or even “memoirs”. The work derives from personal and communal accounts of the recent years of the Russian full-scale invasion of Ukraine in the form of sonic artefacts collected by Bulgakova, which presents itself through the installation created out of metres and metres of insulation pipes. Discovering one channel at a time and layering the sounds through the pipes, the audience is invited to unveil a non-linear narrative assembled out of intimate encounters of the artist and her struggles in between being abroad and returning home in the past years, collected testimonies and conversations with friends, family and strangers in Ukraine, found footage recordings through social media and news channel which capture glimpses of extreme experiences within everyday reality. Spomyny, originated from an earlier work by Bulgakova called Sonic Sprawl, using the same physical material, delves deeper into the theme of personalised storytelling and references the source of the insulation tubing, which was found in 2018 at a shipyard in Amsterdam where a lot of men from a Ukrainian community were working at the time.

SPYMASTER

di **JEREMY MOIRANO** 45' (240') EXPERIENCE

Protocore threatens the world, and only the elite agents of NODE can stop this dangerous corporation's sinister plans. The user can step into the roles of agents Mulligan, TIC, and 0SCR as they embark on high-risk missions armed with their secret weapon: the C.A.S.S.E.T.T.E. The player can become the ultimate Spymaster by manipulating time itself, refining every action and decision to execute the perfect mission. They can run, climb, slide, and ride ziplines as they battle their way through each operation, making full use of their arsenal and gadgets. The user can master the unique abilities of three distinct spies, each featuring their own gameplay mechanics and playstyles. No two missions are ever the same. From defusing bombs to poisoning villains, every objective introduces new challenges that demand fresh strategies: solving intricate puzzles, eliminating enemies, infiltrating heavily secured locations, and even leaping into moving helicopters to save the world

THE AMUSEMENT

di **EIKE LANGBEHN, MARC BARNES** 45' (180') INTENSE

The Amusement is a narrative VR adventure game set in the 1920s in which the user plays as Samantha Burkhart. Sent by her mother to check her late-father's abandoned amusement park, she is quickly facing complex childhood memories, as she uncovers and solves mysteries hidden in the park. The exploration of the park uses redirected walking techniques translating every real-life step into the game, creating an intense and fully immersive adventure. Samantha visits the old amusement park for one final inspection: a magnificent maze, the ruins of Atlantis... and of course, a rollercoaster! Each attraction becomes an opportunity for Samantha to recall fragments of her childhood, marked by the turbulent relationship between her parents, Bridget and Hans. The latter died in the Great War, but still haunts Samantha's thoughts. The park is heavily inspired by luna parks from a 1920s post-war period, providing both the setting and aesthetic of a game in which sorrow and nostalgia are tightly intertwined.

VOOOOOO---PEEEEEEE---

di **JIYUN PARK, HYEUNJOO WOO** 20' MODERATED

Vooooooo---Peeeeeee--- is a multisensory XR experience where a woman discovers her body has become hollow after being reconstructed as data. Wind leaks from within, and a strange creature settles in the void, breathing in rhythms of expansion and collapse. Her monologue drifts between memories of loss, data clouds beneath the sea, and endlessly replicated virtual worlds.

BIENNALE COLLEGE CINEMA – IMMERSIVE

THE WHITE SABOTEUR

di **BARTHELEMY ANTOINE-LOEFF, HUGO ARCIER** 15' MODERATED

The White Saboteur is an immersive, persistent installation in which the viewer becomes, despite themselves, the agent of the disappearance of a fictional glacial world. Fitted with a VR headset, they enter a persistent polar landscape, but their gaze alone is enough to accelerate its erasure. Icebergs and glaciers dissolve as the viewer watches until they leave the universe, leaving behind, for the next visitor, a territory already degraded, doomed to extinction. As the installation runs, the climate keeps worsening from one visitor to the next, and no two spectators ever witness quite the same landscape. In diptych form, a screen renders in real time the fossilized version of this glacial matter erased in VR, now adrift in the void of space, making visible to all the individual impact of each user. Beyond the metaphor of last-chance tourism, the work stands as a critique of a deeper, capitalist logic of consumption applied to the world itself, and of technology as both a tool of exploration and of destruction. It questions our choices, virtual or real, and our responsibility toward threatened landscapes, starting with those of the cryosphere.

The project was developed in close collaboration with glaciologists and polar researchers, grounding this fictional world in real climate data and keeping it firmly tied to the physical realities it evokes. Would one still enter a world, knowing that the act of entering it is what destroys it?

DESERT PALMS

di **TRISTAN SENIUK, JOHN GERARD** 32' MODERATED

Born 1986 in Seattle, WA, United States, Tristan Seniuk is a multi-hyphenate filmmaker who has worked for more than 20 years within the film industry in roles including but not limited to director, producer, editor, colorist, and art director - but his true passion lies in directing. With each new project, whether it be a narrative, documentary, installation art piece, or music video, Seniuk always tries to simultaneously push the visual medium forward in new and interesting ways, but also reach back, drawing from his deep well of film and art history knowledge and reverence. His works has been shown in film festivals across the globe from Cambodia to the UK, picking up awards along the way. Seniuk currently resides in Los Angeles, CA.

LIBRARY OF DREAMS

di ZHENYA RZHEZNIKOVA, ALINA MIKHALEVA SAVELYEVA 25' COMFORTABLE

Library of Dreams is an interactive narrative VR experience exploring how the human psyche responds to life under political pressure. The journey begins in a Berlin apartment in 1936 before gradually dissolving into a shifting dreamscape where memories, identities, and places merge. Moving between intimate interiors and surreal landscapes, viewers inhabit a sequence of interconnected dreams that flow across generations, blurring the boundaries between different eras. Built from original dreams collected from historical archives and contemporary testimonies, *Library of Dreams* weaves together dreams recorded in Nazi Germany, the Soviet Union, and present-day Russia. Rather than reconstructing historical events, the experience follows the logic of dreaming itself, allowing recurring fears, symbols, and emotions to connect people separated by decades into a single shared landscape.