

EUROPEAN NOMADIC VIRTUAL REALITY DESIGN EXPERIENCES

Project presentation by

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ISSUE / CREATIVE EUROPE PROGRAM

- Innovation, inclusion, education and skills in Europe.
- For young Europeans aged 15 to 25, educated or far from the academic field.
- With dissemination project of Virtual Reality (VR).
- VR prototype called "the Palace" about the values of the social utopia realized at the Familistère de Guise.

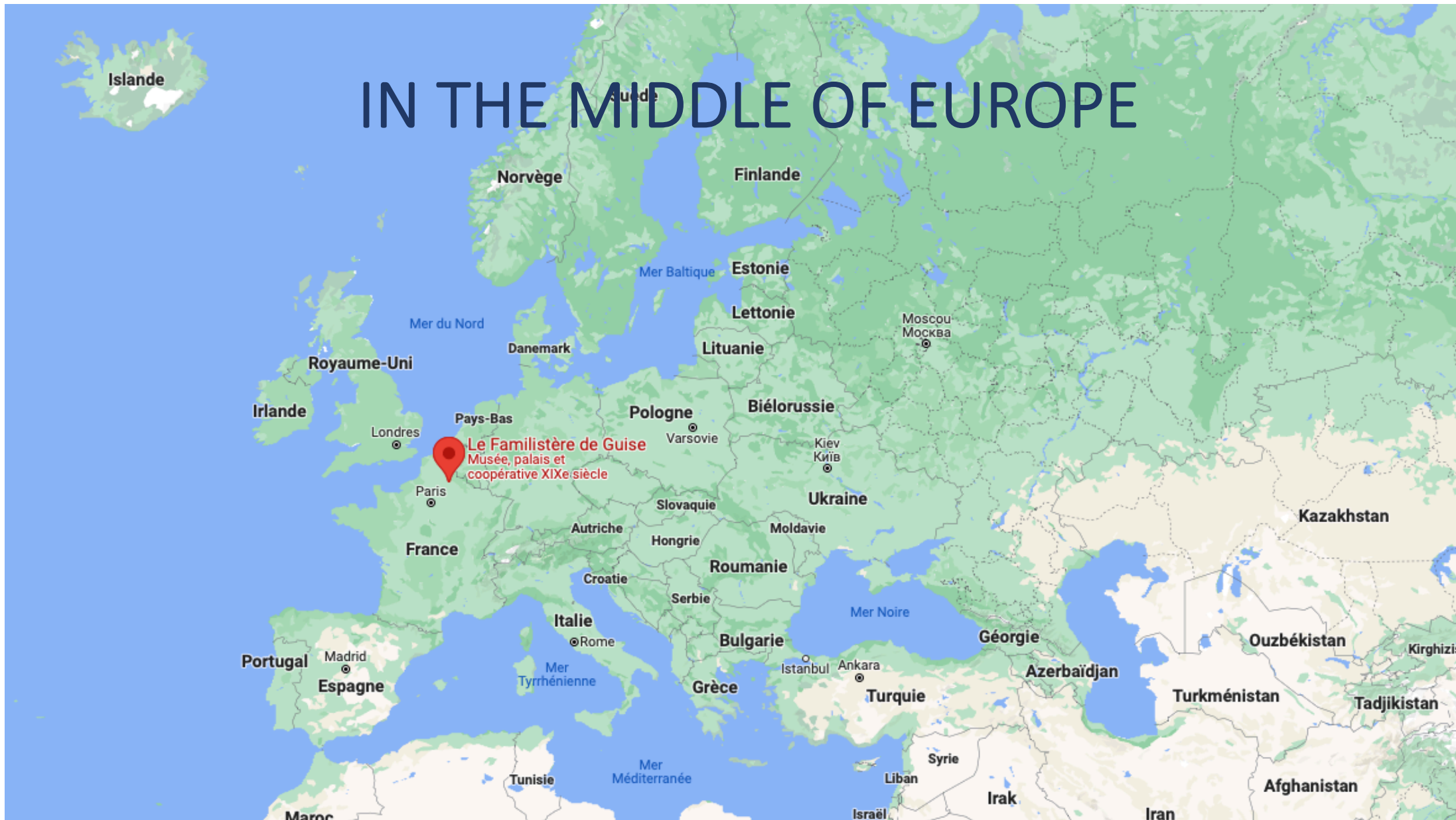
VR PRESENTATION FILM

THE PALACE, manufacturing utopia.
An utopian social experiment in VR.

English version : <https://vimeo.com/606737949/c4de018060>

... an immersive and attractive experience,
through a realized and concrete utopia :
LE FAMILISTERE DE GUISE / 19th century

IN THE MIDDLE OF EUROPE





LE FAMILISTÈRE DE GUISE

« Cooperative association of capital and work » created in 1880.
1600 cooperators manage, all together,
a stove factory, with collective housing, theater, schools,
nursery, swimming pool, kiosk, gardens, ...



VALUES & THEMES TO SHARE

Universal and very actual dimensions of this project.

Cooperation, Association, Democracy, Social issues,
Human rights, Integral education, Training courses, History,
Economy, Architecture, ...

A multilingual experience questioning our own project of
society.

RESPONSE TO THE CREATIVE EUROPE PROGRAM (1)

Purpose :

A partnership response
to the Creative Europe program (for spring 2022).

5 european partner countries

+ swiss partners

Total = 6 countries.

RESPONSE TO THE CREATIVE EUROPE PROGRAM (2)

Modalities :

- Trinomials in each country :
university & museum (VR experience sites) and producer ...
ie at least 12 VR experience sites.
- Two shared experience design protocols, multilingual (see below)
- Exchanges between partners to enrich the design of the media experience and make it evolve.
- A total estimated budget 1.4 M € with 70% from Creative Europe
- Provisional timetable : summer 2022 to the end of 2024.

RESPONSE TO THE CREATIVE EUROPE PROGRAM (3)

Two shared experience design protocols concern :

1. Supports

(1.1) technical - VR - and

(1.2) physical - the nomadic module -,

with their dedicated content about « The Palace ».

2. Feedback media (with a shared digital platform)

(2.1) quality of mediation - education, transmission and support, audiences, emotions -;

(2.2) technical support.

THANK YOU
LET'S TALK ABOUT IT
& SHARE THIS PROJECT TOGETHER

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