

Realms		Preschool
<u>SYNESTHESIA</u> Rezonance, 2021 Enhance and Rhizomatiks	Within the realm of SYNESTHESIA, your senses will be transported to new dimensions; where sounds can be seen, and visuals felt. Entering the SYNESTHESIA realm, you become a part of the pulsing rhythmic beat, and a 'traveller' on the Rezonance journey.	Aesthetics and Creative Expression Learning Goal 1: Enjoy art, music and movement activities Learning Goal 4: Share ideas and feelings about art and music and movement <i>Strategies:</i> • Using themes • Using stimuli Discovery of the world Learning Goal 1: Show an interest in the world they live in Learning Goal 2: Find out why things happen and how things work through simple investigations <i>Strategies:</i> • Providing opportunities for simple experiments • Providing opportunities for activities in the outdoors • Using Print media, technology and interactive media Motor skills development Learning Goal 1: Enjoy through participation in a variety of physical activities Learning Goal 2: Demonstrate control, coordination and balance in gross motor tasks <i>Strategies:</i> • Using games • Using explicit teaching
<u>UNITY</u> Together: the distance between (us), 2021 thatgamecompany and FIELD.IO	Together: the distance between (us), invites everyone to become a player in the all-encompassing generative instrument. Explore the relationship between movement, light, and sound and use your presence to influence the composition of the space.	
<u>PLAY</u> Dream Shaping, 2021 Media Molecule, Sony Interactive Entertainment Europe, and Marshmallow Laser Feast	The realm of PLAY celebrates the joyful and performative sensibilities that videogames inspire in us, their players. 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.	
<u>CONNECTION</u> WALL, 2021	The wall divides two opposing worlds - one alive with biological cells, and the other flowing with galactic energy	

Virtual Realms

KOJIMA PRODUCTIONS and The Mill	particles - explore these two spaces and find ways to communicate between them. These signs of life within or beyond the wall hint to the structure as a channel of communication between different spaces and time.	
<u>NARRATIVE</u> Book of Sand, 2021 Tequila Works and The Workers	The NARRATIVE realm showcases the power of videogames to tell stories and create new forms of fiction. Depending on your choices and how you collaborate, each rendition of the narrative will be different.	
EVERYTHING Eye, 2021 David O'Reilly and onedotzero	The EVERYTHING realm celebrates the capacity of videogames to generate expansive universes and give shape to the infinite potential of our imagination. The patterns of living and non-living forms are continuously being generated; no mandala created will ever be seen again.	