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Blanket heavy with nightmares

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- Keywords:** Virtual reality, contemporary art, emotional experience
- Application field:** Cultural Heritage / Arts
- Learning goals:** Game is meant to evoke emotional responses in players and make them experience the same feelings as the people with original nightmares might have experiences in a safe environment. Fear, excitement, sadness, confusion, anxiety etc. One goal is to teach what kind of different forms an art piece can possess and how art can be interpreted differently.
- Target group:** Because the game contains some scary scenarios, it is aimed at player above age 16. The game will be placed in contemporary art museums, and aimed at making more people interested in both the art installation and the technological aspect surrounding the virtual reality production. It can also be used as a tool for museum and art education.
- Platform:** Game is designed to run on a virtual reality ready computer with virtual reality glasses (either HTC Vive, HTC Vive Pro or Oculus Rift). The atmosphere of the game is heavily dependent on sound, so if using HTC Vive it is suggested that additional headphones should be used when testing the game. Game can also be played in high powered desktop Computer, but the experience has been designed to virtual reality so it is heavily suggested that the testing of the game is done in virtual reality if possibly.
- Game Description:** Blanket heavy with nightmares is an art installation created By Finnish artist Suvi Solkio in cooperation with Kajaani Art Museum and Kajaani University of Applied Sciences. The development team created an emotional experience immersing the players into the nightmares depicted in the blanket using virtual reality technology. Game contains introduction of the actual art installation created with photogrammetry and five different nightmare sequences for the players to experience. The main aim of the project was to develop new innovative methods for presenting contemporary art, and also to see what kind of emotional responses you can provoke in the players.

Screenshots:

