Draw For Change: We Exist, We Resist  
Runtime: 14 min 
Contributors: Sara Fatucci, Mariana Cadenas Sangronis, Evelien De Graef, Hanne Phlypo 
Content Guidance: Subject matters include femicide, hope and resistance. 
Standouts: Blend of different VR formats (360 video / real time graphics) 
Description: Enter the vibrant world of Maremoto, join her on an afternoon of making street art and experience what it feels like to move as a woman through a metropolis in Mexico, a country where 10 women are murdered every day and tens of thousands go missing.

Spots of Light  
Runtime: 15 min
Contributors: Sara Fatucci, Adam Weingrod, Kobi Mizrahi, Sean Thomas Evans. 
Content Guidance: Subject matters include War, Blindness, hope and gratitude 
Standouts: Real-Time visualizations and environments to depict sense of blindness 
Description: Dan Layan tragically lost his sight during an Israeli military intervention in Lebanon in 1982. After 25 years in the dark, an experimental surgical procedure brings him the miraculous opportunity of recovering his sight. This VR experience uses personal archives to allow you to relive this introspective journey.

Errances  
Runtime: 4:13 min 
Contributors: Gwenael François  
Standouts: Real-Time atmosphere and environments that match the electronic music 
Description: "Errances" is a VR trip through a desolate & majestic world aboard a futuristic train. Through electronic music by Ryvage, this immersive meditation reveals our technological choices and consequences.
A Vocal Landscape
Runtime: 10 min
Contributors: Anne Jeppesen, Omid Zarei

Content Guidance: Adult conversations and subject matter
Standouts: Volumetric Capture that blends with real time environments

Description: In "A Vocal Landscape" the creators aim to craft a VR experience that feels familiar and relatable both visually and narratively. Their minimalistic storytelling approach focuses on the niche yet complex

VR THEATER KIOSKS:

Emperor
Runtime: 30:00 min
Contributors: Oriane Hurard, Marion Burger & Ilan J. Cohen

Content Guidance: Subject matters include aphasia, loss, mental health
Standouts: Real Time environments, Novel interactions, powerful storytelling

Description: An interactive and narrative experience which invites the user to travel inside the brain of a father who is suffering from aphasia. Alongside his daughter, we journey into the father’s mental spaces imagined as hand-drawn, monochrome landscapes as she seeks to learn more about his inner self, now obscured by illness.

Broken Spectre:
Runtime: ~15min
Contributors: Evan Jones

Content Guidance: Subject matters include loss, horror, mystery, violence, hope and exploration.
Standouts: Powerful storytelling, novel interactions, exploration and mystery solving

Description: 25 years ago your father climbed the mountain and never came back. Now he’s calling for you. A cosmic horror narrative game which begins a desperate search for your missing father. It takes advantage of the Quest immersive hand-tracking controls, bringing unparalleled realism to the game’s gruesome body horror elements.
Reimagined Volume III: Young Thang:
Runtime: 15:30 min
Contributors: Melissa Joyner, Julie Cavalier, Michaela Ternasky-Holland

Content Guidance: Subject matters include transformation, resilience and empowerment.
Description: Young Thang is a human living within The Community, a place where humans are forbidden. To blend in, Young Thang’s guardians urge her to wear a second skin. After the pressure to conform pushes Young Thang to the brink, she unknowingly puts her beloved guardians and The Community in peril.

Astra
Runtime: 30:00 min
Contributors: Aurélie Leduc
Standouts: Mixed reality, hand interactions, planetary exploration
Description: A Mixed Reality Experience that transports you from Earth to the deepest corners of the cosmos as you embark on a quest to uncover the key ingredients of life in the Universe. Step foot on planets and their dark moons in a search for future worlds and far away beings.

Labeled Black
Runtime: 17:05 min
Contributors: Irit Dolev, Alon Marom

Content Guidance: Subject matters include resilience, police brutality, justice.
Description: When her brother fell victim to police profiling, Banchi couldn’t have foreseen the family tragedy that would unfold. Later, she became a leading force in the fight against police brutality, striving for justice for her brother. Following Banchi through 3D animated environments, the user becomes immersed in her haunted world.
Belzebubs - The 360° Hexperience
Runtime: 14:22 min
Contributors: Jussi-Pekka Ahonen
Standouts: 3D character animation, VFX
Description: Virtual black metal band Belzebubs invite you front row and center on their unique, immersive and regrettably ill-starred mini gig, full of energy, surprises and humorous details. Welcome to the show!

Traversing the Mist
Runtime: ~25 min
Contributors: Tung-Yen Chou, Yi-Zhen Chen
Content Guidance: Adult subject matters - include depictions of sex, mental health
Standouts: powerful storytelling, 3D characters, poetic environments
Description: Inside a surreal gay sauna, you find yourself in the body of a young Taiwanese man. You venture into this dreamscape, woven by desires, excitements and fears, crossing eyes with the other identical sauna-goers. As you walk along every floor, corridor and room, each layer of the maze unravels.

Surrounded Serenity
Runtime: 4:06 min
Contributors: Malak Quota
Content Guidance: Subject matters include birth, life, awe
Standouts: 3D environments, spatial audio, interactions
Description: "Surrounded Serenity" is an experience that ensconces the users in a world of awe and amusement. It is a story that we all know, yet do not know at the same time and virtual reality is a great medium to convey that experience. The experience is for everyone and is a creative and artistic approach to the visual representation of the world inside the womb. The aim is to create a sense of calm and play that can alleviate some anxiety. The user will be able to experience the visual and auditory experience of being inside the womb. The user can also interact with symbolic elements that represent all five senses, along with haptics that provide a sense of physical touch. It is an interactive journey that offers a space of serenity, play, and emotional comfort.