THE CHILDREN'S MEDIA CONFERENCE

PLAYGROUND

Free interactive digital art exhibition for children and families.

1-11 July 2021

Site Gallery

1 Brown St
Sheffield S1 2BS

Info

Site Gallery Opening Hours:
Thurs 1-Fri 2 July 3.30-6pm
Tues 6-Fri 9 July 1-6pm
Sat 3 & 10 July 11am-5.30pm
Sun 4 & 11 July 11am–3.30pm

Pre-booking is essential:
Please visit sitegallery.org to book your time for entry. There is a capacity limit to ensure that everyone gets a chance to experience the exhibition safely, so **book early** to secure your place.

Kollective Coffee And Kitchen Opening Hours:
Please visit kollectivekitchen.co.uk.

Venue Info:
Admission FREE
Best for 5-12 year olds
Wheelchair accessible
Toilets & baby change facilities
At times noisy and distracting
Lots of lights used

What is Playground?
The Children's Media Conference has invited a selection of the world's most innovative artists, developers and companies specialising in creative and interactive play to exhibit their projects at Site Gallery, Sheffield. This year's theme is What If?

Children and families are welcome to make some noise while exploring new pieces of art, apps, products and games.

Everyone is welcome...
The exhibition has been curated for 5-12 year olds, however everyone is welcome to book online and visit. What's more, it is FREE!

If you or your child have sensory requirements, or find sound overwhelming, please join us for The Quiet Hour on Saturday 3 & 10 July 11am-12noon.

Can we touch the art?
Yes! At this exhibition we're going to let you touch the art and be Covid-secure.

Spark your imagination!
Have a flick through this guide and visit the artists' websites to find out more. We've also put together a list of recommendations for local activities and online resources to get you started.

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Visit cmcplayground.com for more info

For school bookings email
playground@
thechildrensmediaconference.com

ARPS

Will Hurt willhurt.com

Augmented Reality PlaySpace (ARPS) is an interactive and physical installation in which people can move physical objects and watch their virtual counterparts do incredible things on screen.

ARPS is designed to encourage subtle, contemplative interactions.

The project's production started in 2020 as part of the Collusion/NUA - 'Art // Tech // Play' R&D, and was further funded in 2021 with the award of an Arts Council England Project Grant. The work is designed to allow for multiple themed versions to be made in the future with partner organisations.

Will Hurt is a Visual Artist and Creative Technologist based in Norwich, UK. He writes software to investigate novel modes of drawing and virtual representations of physical spaces. His inclusive work often invites people to co-create with the software he has produced. Outputs include interactive installations, apps, large-scale prints and gallery exhibitions, leaving participants with a new appreciation of their locality and a playful excitement with the astonishing things they can create. Hurt's work has been exhibited around the world due to its stand-out aesthetic, technical resilience and engaging immediacy.

Assemble with Care

ustwo games ustwogames.co.uk

Maria is a globe-trotting antique restorer, and when she arrives in the sun-soaked town of Bellariva, she has no idea just how broken it will turn out to be. She wants nothing more than to help the town's inhabitants save their most beloved possessions, but when it's their personal lives that are starting to fracture, she'll need to find a way to hold them together, one spare screw at a time.

From unique beginnings – starting life in a UX/UI design studio background – come ustwo games from South London. Their mission is to bring what's meaningful about games to all those people who don't consider themselves gamers. Their first few games were released exclusively on mobile, and their breakout hits were the BAFTA and Apple Design award-winning Monument Valley and Monument Valley 2. From there, they branched out to other platforms with titles like Land's End, a highly acclaimed and polished VR experience on the Gear VR/ Oculus Go. Their first cross-platform release was the BAFTA-nominated Assemble with Care – a narrative Puzzle Game – launched on Apple Arcade in 2019, and Steam in 2020. Their most recent release is Alba: a Wildlife Adventure, which came out on PC and Apple Arcade in December 2020.

Augmented Reality Masks

Guillaumit guillaumit.tumblr.com

For the **Playground** Makerspace, Guillaumit has created Augmented Reality (AR) masks for children to create, explore, and share with their friends.

Participants will be able to discover the artistic work of Guillaumit like illustrations for children, comic strip and digital works, be introduced to AR (how does it work?), and then be able to create original AR masks using templates which are freely customisable and transformable.

Guillaumit is an Artistic Director based in France. His work combines geometric shapes, rigid colours and peculiar cartoon characters. The result is a playful yet meaningful universe. Being the Artistic Director of Bordeaux's Carnival, he developed an augmented reality app which allows users to interact with 3D animations on costumes and posters. His projects have been exhibited in Paris, London, Berlin and Mexico City. He has worked with: Centre Pompidou, Orange, Sosh, Sony, Frac Aquitaine, Arte, Agence meanings, Bruit du firgo, Konbini, Le Monde, Bayard, Waiting for the sun, agence Black Candy, CNRS. Guillaumit also works on the Gangpol & Mit project.

Dream, Design, Create

Sas and Yosh sasandyosh.com

This large two-sided illustration explores the imagination of children and the unending possibilities of collaborative creative design. On one side of the artwork, Sas and Yosh have created their own 'school of innovation' illustration. On the other side, the artists invite visitors to imagine and draw inventions of the future and join these to the artwork.

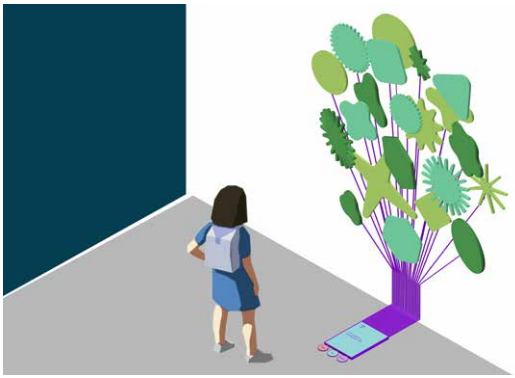
Visitors can imagine new machines, modes of transport, cool art technology, environmental innovations or perhaps a wonderful futuristic invention they have dreamt of creating.

This is a new interactive commission for **Playground** 2021.

Sas and Yosh, the design house with a focus on creating inspiring pattern, design and beautiful illustration, was founded in 2014 in the UK by two like-minded artists Sarah Bellisario and Yoshie Allan. This collaborative design house creates unique bespoke artwork for commercial and independent clients both internationally and in the UK. Their unique work, all created using a mix of both of their art styles, includes: illustration, pattern and design for editorial, children's books and web illustration, murals, fashion textiles, lifestyle goods, interiors, wallpaper, stationery and packaging.

Kinetic Landscape

Kinetic Landscape Collective –Royal College of Art bit.ly/RCA-kineticlandscape



Kinetic Landscape is a vividly colourful interactive installation. Part sculpture, and part data collection system, Kinetic Landscape is a creative concept for collecting opinions and feedback from guests at **Playground**. Create new worlds with your feedback! Answer questions with your feet to see and hear the landscape move around you!

This is a new interactive commission for **Playground** 2021.

The Kinetic Landscape Collective are Susan Atwill, Nirav Beni, JP Guerrier, Ance Janevica, Lera Kelemen and Shangyun Wu who are a group of makers, sound designers and digital specialists from the Royal College of Art's MA Information Experience Design Course.

They have come together for the show, with the aim of designing and creating a memorable alternative to the traditional questionnaire. Inspired by dance mats, they have devised a method of collecting information through feet (no touching with hands!) ensuring the experience is both fun, and Covid secure.

Lovely Weather We're Having

Julian Glander glander.co

An atmospheric 3D explorer thingy about going outside with a dog. Responds to local weather data, simulates actually being outside. Have fun!

Julian Glander is a 3D artist based in the USA.

Making it up as we go along

Kisha Bradley & Wybourn Community Primary & Nursery School, Sheffield

You can play with augmented reality games created by school children from Wybourn School who explored a virtual world where they defied gravity, pushed the limitations of reality, and made up the rules as they went along.

This is a new commission co-created by Kisha Bradley, **Playground** Artist in Residence, and Wybourn School.

Kisha is a Sheffield-based participatory artist, challenging oppressive systems and experimenting with co-created spaces. In her work, she values and combines intergenerational and intersectional expertise, creativity and critical thinking. Kisha draws on her experience as a Black mixed race, working class woman working in engineering and the barriers of being undervalued and othered in those spaces. Her work plays with flipping hierarchies and encouraging ideas that at first glance appear 'impossible.'

Nour: Play With Your Food

Tj Hughes terrifyingjellyfish.com

In a world of meal-replacement shakes, we tend to forget how much of a luxury food is. Nour: Play With Your Food is an experimental food art game designed to make you hungry. Free from the constraints of scores, time limits, and realism, Nour lets you play with your food with no mess to clean up. Mash buttons at will to interact with the various food scenarios in curious and unconventional ways.

An independent game developer and 3D artist out of St. Louis, Missouri, Tj Hughes taught himself game development in his early teens, and has since started a solo development company entitled "Terrifying Jellyfish". Under this name, he intends on escaping the mundane and mediocre forever through the exorbitant use of colour, playfulness, and aesthetics.

Smile While

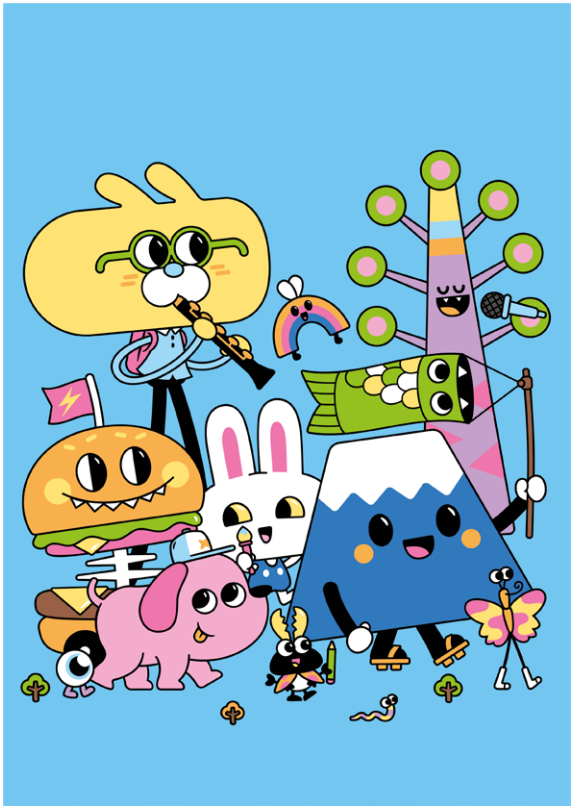
Matthew Keff matthewkeff.com

Smile While is an interactive work about silliness and feelings. The screen will recognize a viewer's face and react when it sees people smiling. While left alone, the screen acts calm, but when people are around, it starts a party. Jelly-like items are bandied around, piling up and overwhelming screen space until awkward collisions glitch apart and explode. Smile While is something like a mood machine, reacting to how those react to it.

Matthew Keff is an American artist creating audiovisuals that take form in motion, interactivity and installations. Thinking about digital life and feelings, these works squish together sugary aesthetics found in network and videogame culture. Matthew has been commissioned by major film and music festivals and has shown in exhibitions internationally including Creative Code Festival, New York, US; Supernova Digital Animation Festival, Denver, US; Magdalen Art Space, Oxford, UK; The Center Del Carme, Valencia, US; Now Play This, Somerset House, UK; 4Culture, Seattle, US; Chromatic Festival, Montréal, CA; Abrons Arts Center, Manhattan, NY, US; HereART, Manhattan, New York, US; Tokyo Game Show, Tokyo, JP.

The Character Design Studio

TADO tado.co.uk



An interactive space within **Playground** for people of all ages to get busy and have fun creating character designs of their own.

This is a new character design studio space, created by TADO for **Playground** 2021.

TADO are a pint-sized illustration power-house made up of the inseparable Mike and Katie and their three year old daughter Erin. Based in Sheffield, UK, they create darkly adorable characters and artworks that have delighted and terrorised people for nearly two decades. The pair began working together in 2002 and quickly became an established name through their cute, quirky and unique style, combined with a good dollop of Yorkshire humour. Their work and characters have spanned projects including fashion and sneaker designs, animations, games, mascots, and large-scale public statues, as well as several international solo exhibitions. They particularly enjoy working with the innovative Artfelt initiative at the Sheffield Children's Hospital, producing artwork and installations for their ground-breaking care facilities. Everything Mike and Katie do is produced in total collaboration – whether it be taking turns in drawing, painting, drilling, glueing, scribbling or clicking. When the pair aren't scribbling away, they enjoy riding bikes, collecting all manner of oddities, and eating ice cream.

The NeverEnding Cinema

Studio Pointer* pointer.click

In The NeverEnding Cinema you can create movies in which a great variety of wildlife star in a great variety of film genres, from comedy to thriller, from drama to action film. Each story is unique; each film a random combination of music and footage. Explore the ways in which sound can shape narratives and turn any creature into a leading character in a new cinematic adventure.

Studio Pointer* work on special purpose built commissions including showing at Venice Biennale. This is a new commission for **Playground** 2021, made entirely for children.

Studio Pointer is an interactive media design studio by Asya Sukhorukova and Jakob Schlötter. Their work revolves around experimental storytelling and strives to explore the hidden potential in contemporary technologies, re-mixing found materials and researching different aspects of new media's role in contemporary culture. Asya and Jakob have developed projects that range from sound and website design and image making to the development of complex digital environments and interactive installations. They have worked on commissions for clients in cultural and commercial sectors. Works by Studio Pointer* have been showcased in various exhibitions and festivals worldwide.*

Untitled Goose Game

House House househou.se

It's a lovely morning in the village and you are a horrible goose.

Untitled Goose Game is a slapstick-stealth-sandbox, where you are a goose let loose on an unsuspecting village. Make your way around town, from people's back gardens to the high street shops and the village green, setting up pranks, stealing hats, honking a lot, and generally ruining everyone's day.

House House is a videogame company from Melbourne, Australia, consisting of four friends: Jake Strasser, Nico Disseldorp, Michael McMaster and Stuart Gillespie-Cook. With backgrounds in contemporary art and filmmaking, House House draws on interests outside the tech-focused environment of traditional game studios. Their two releases, Push Me Pull You and Untitled Goose Game, both started out as jokes between the four friends, and House House tries to carry that spirit of levity, friendliness and approachability into their games. Untitled Goose Game was awarded multiple Game of the Year awards in 2019.

Workshops & Activities

TADO - AR Character Hunt tado.co.uk

Get out and about with TADO. A series of cheeky Augmented Reality (AR) characters are dotted around locations in Sheffield City Centre. Track them down using your smartphone and a map which can be collected from the gallery, or downloaded from the **Playground** website: cmcplayground.com

This is a new AR commission for **Playground** 2021.

Maker Table

The Maker Table is open for you during **Playground** to take part in hands-on digital and creative making.

The Quiet Hour Saturday 3 & 10 July 11am-12noon

Our **Playground** is open to all. If you or your child have sensory requirements, or find sound overwhelming, please join us for The Quiet Hour, where volume levels will be decreased, and the lighting lowered.

Off the Shelf
Festival of Words Sheffield

Off the Shelf Festival of Words: 30th Edition

Friday 15 - Sunday 31 October 2021

Celebrate with us and sign up to our free mailing list for news of our events for children and families at www.offtheshelf.org.uk/contact

Brought to you by

The University Of Sheffield.

Check it out ▶ Local activities

Beards & Books beardsandbooks.org
Storytelling events, online educational resources and tutoring services.

Code Club for Schools codeclub.org.uk
Code Club is a nationwide network of volunteer-led after school coding clubs for children aged 9-11. Visit the website to search for your local club.

Create Sheffield / Sheffield Adventures createsheffield.co.uk/adventures
Explore the city of Sheffield and immerse yourself in art and creativity.

Magna Science Adventure Centre visitmagna.co.uk
Magna Science Adventure Centre is a hands-on experience packed with interactive exhibits. Explore the wonders of science and technology in their four pavilions – Air, Earth, Fire and Water.

National Videogame Museum thenvm.org
The UK's national cultural centre for videogames in Castle House in Sheffield.

Pimoroni shop.pimoroni.com/collections/kids
Pimoroni is a company of makers and educators based in Sheffield. Check out their website to find all sorts of fun and educational activity kits for kids of all ages.

Check it out ▶ Apps/online

amazelab bit.ly/Amazelab
STEM activities for 7 to 11 year olds.

ContempoPlay medium.com/contempoplay
Advice for parents of kids living digital lives. Useful news and advice about new apps, games and internet safety concerns.

Scratch scratch.mit.edu
Scratch is a free coding platform and community where kids can create stories, games, and animations to entertain themselves or share with others around the world.

The Decision Factory thedecisionfactory.org
STEM and business activities for young Black people aged 11 years+.

Toca Boca tocaboca.com
Toca Boca makes a range of digital toys that you can play with your kids. They believe that the best way to learn is through play for the sake of play, and they do it in a safe way without advertising or in-app purchases. See the full range at their website.

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PLAYGROUND

Playground is organised by The Children's Media Conference in collaboration with:

CMC Playground Exhibition Partner

SITE GALLERY

CMC Playground Funder

LOTTERY FUNDED

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