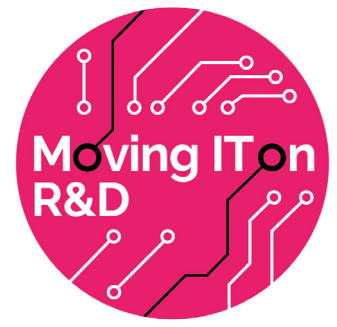




# Moving IT On

## Case Study



# Virtually There Studio



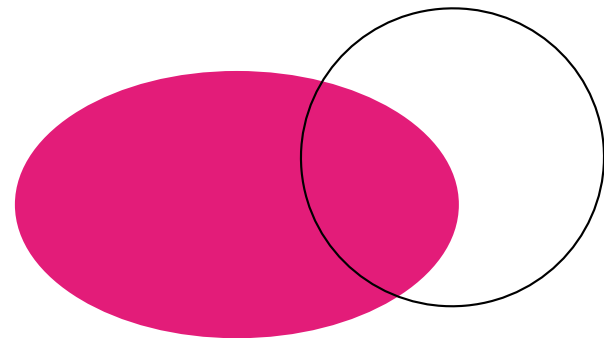
### About us

We are a social enterprise based in Suffolk working with humans across the East of England to support digital literacy and creative skills. We do this via events, exhibitions and educational opportunities to support wellbeing and enable access to immersive technologies.

### R&D objectives - intended outcomes/research

A shareable teaching resource has been developed working with KS3 students at Sewell Park Academy to develop video games in response to the archives at Norwich Puppet Theatre to share stories and engage new audiences with the archive. We had a site visit and day long workshop at Norwich Puppet theatre working with marionettes and mime to learn more about puppetry to inform the video games developed.

The workshops were integral to ensure students games are informed by the archive and the games mechanics developed are authentic to puppetry. KS3 are chosen to enable the Puppet Theatre to work with a new age group. By developing games students level up their digital literacy with skills enabling them to go from consumers to producers.



Festival Bridge is an initiative of Norfolk & Norwich Festival



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## The process - what did you do

We developed a shareable teaching resource to support KS3 teachers with video games development to be published on our website and launched via an event at Norwich Puppet Theatre.

We ran workshops for KS3 students at Sewell Park Academy to equip them with video games development skills to enable them to develop their own mini video games using MS MakeCode Arcade.

Norwich Puppet Theatre facilitated a magic day of marionettes and mime workshops to inspire the students. They also saw the collection and had time to play to consider how they could use this new knowledge to build their video game.

## What worked well/what was the impact

Partnering with The Puppet Theatre was great, they had a desire to work with digital and weren't scared of the tech. They were open to what could happen and retained our playful spirit and were excited throughout. We would definitely love to work with more cultural organisations as this has been a wonderful experience for us.

KS3 was an age group that us at Virtually There Studio CIC and the Puppet Theatre hadn't previously engaged with much. I think I can safely say on behalf of both parties this will change. Their energy, enthusiasm and ideas made it a pleasure for all involved.

## What didn't

The video games workshops were run as part of an after school club so consistency in numbers and turnout week by week when we had the world cup to contend with was a challenge. I think going forward in the school day would work best.

## 3 tips to share with others

1. Don't be scared of the tech!
2. Make time for play
3. Working collaboratively offers new opportunities so don't be scared to reach out to potential stakeholders and project partners

**"It has been fascinating to consider how video games can bring our archive and other aspects of the theatre to life for our audiences."**

**- Creative Engagement Coordinator, Norwich Puppet Theatre**