

# LUDIC-ARCHITECTURES

## VIRTUAL SUMMER SCHOOL

Ludic-Architectures is a speculative design space that allows the collaborative building of a shared virtual environment.

A playful space for making and exhibiting new digital work for students from:

Design (Graphic, Digital, Product, Interior, Spatial) - 27/06 to 01/07/2022

Art and Media (Illustration Fine Art, Film and Photography) - 04/07 to 08/07/2022

Architecture (Urban Planning, Build Environment) - 11/07 to 15/07/2022 [or any of these weeks]

Interested in being part of this new and innovative platform for playful co-creation?

**Sign up here:**

<https://plymouth.onlinesurveys.ac.uk/ludic-architecture-virtual-summer-schools-2022>



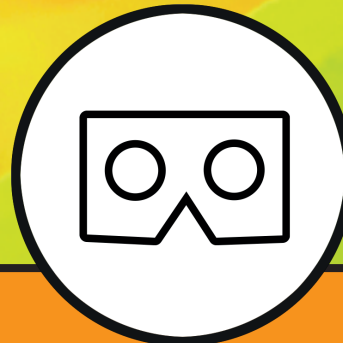
### Visiting Speakers:

The international speaker programme explores creative making in virtual worlds. Drawn from across the creative and cultural industries to inspire and inform...



### Virtual Team Building:

Interdisciplinary and transnational virtual collaborations to build playful projects that develop creative digital skills...



### Digital Making:

The co-production of digital artefacts using multi-user Game Engine technology for screen, VR and Fulldome environments...



### Exhibition:

A public exhibition of physical 3D printed models in the immersive, projected environment of the Devonport Market Hall Fulldome...

Visit the Ludic-Architectures dev website: [www.i-dat.org/ludic-architectures/](http://www.i-dat.org/ludic-architectures/)

Partnership: University of Plymouth / Nanjing University of the Arts / Soochow University / Jiangnan University



Funded by the British Council: UK-China Outward Mobility Internationalisation Partnership Fund

Produced by i-DAT with Team3 in collaboration with Real Ideas

