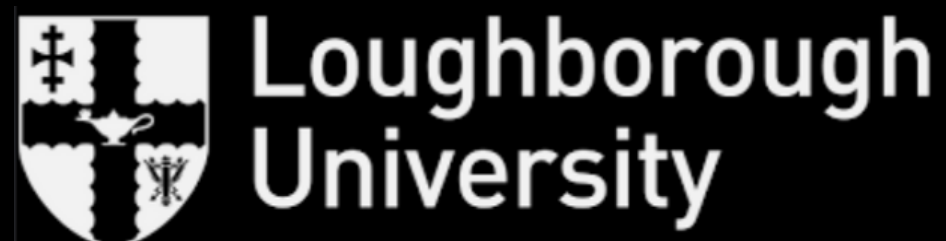


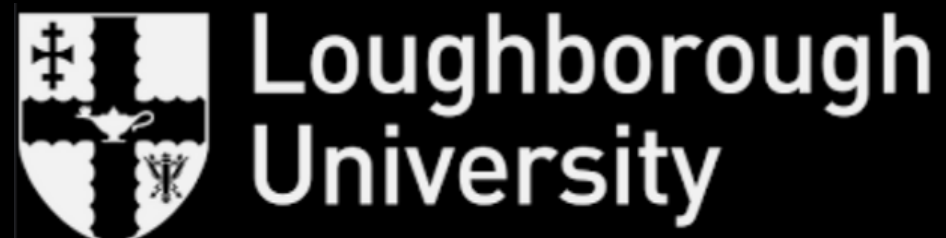
Our recent symposium drew together some brilliant minds, generating vital conversations around securing longevity for immersive experiences...



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Rebooting and Preserving XR:

Challenges for the immersive sector...



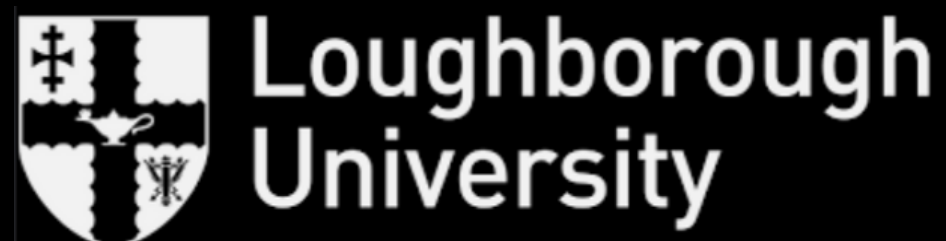
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1.

Access to sector-defining XR works can be limited (by time, £ or location).

Failure to create a mechanism to allow for the restoration of a great XP could mean a reduction in the potential impact, innovation and learnings.

So how should we preserve or reboot these works?

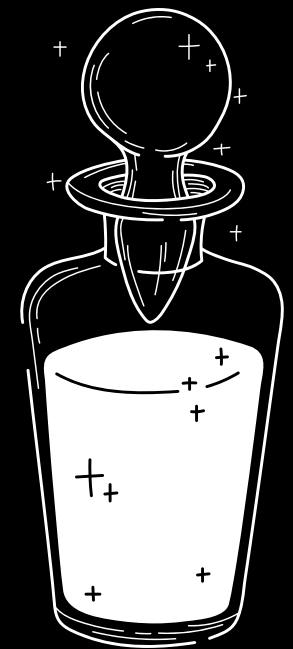


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2.

How do we capture the '*magic*' of these experiences for posterity or research?

What's the equivalent to a Shakespeare folio or Beethoven score, that captures key elements of the experience and information to enable its future presentation?

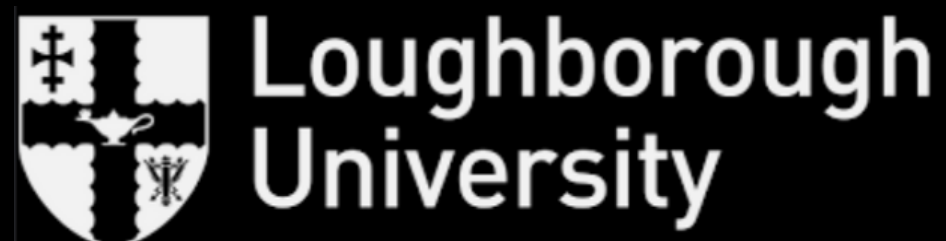
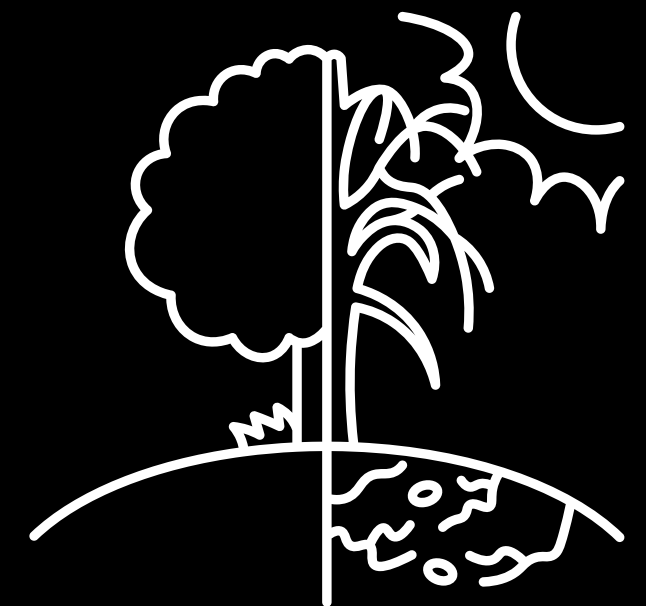


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3.

How can we preserve XR works for a future re-launch and future-proof elements of the work relying heavily on technology and environment?

Distinguishing between; Re-versioning (e.g. for new game engines) v Re-imagining (for new contexts)

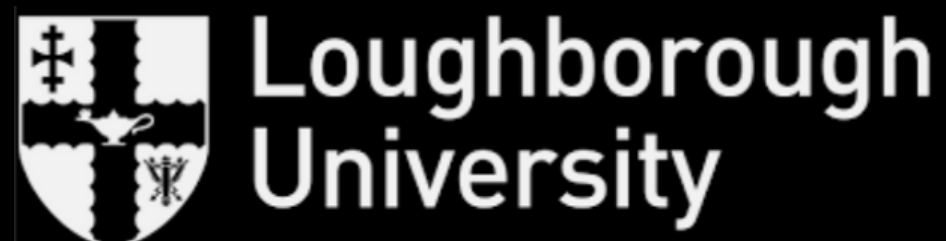


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4.

How do we capture the audience experience and not lose the emotional impact of multisensory, volumetric and spatialised elements? How do we record context?

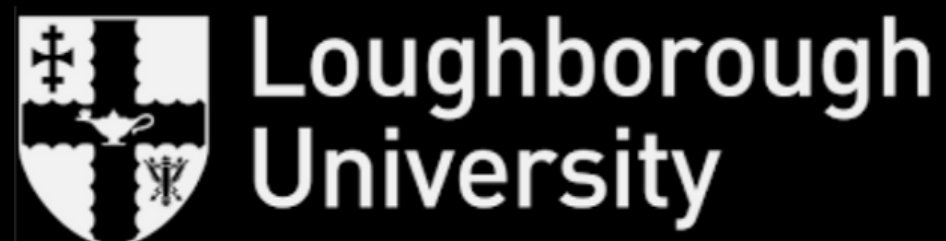
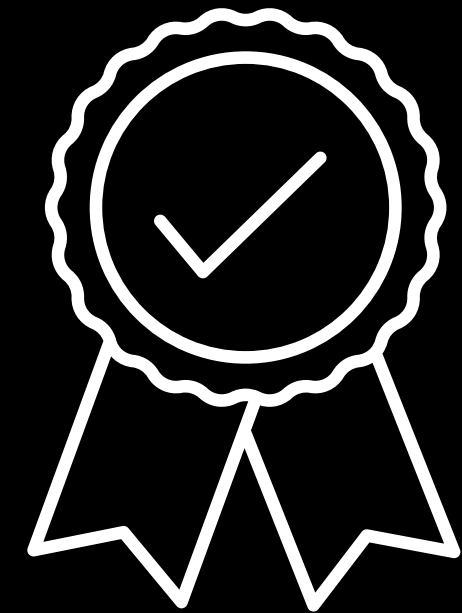
What formats and technology can we leverage?



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5.

How do we ensure creative ambition and quality of the original work is preserved and empower IP owners to retain quality assurance ?



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6.

What standards could be created and should we take a lead from video games?

Do we need a new taxonomy, shared language and network of expertise to enable archiving and study?

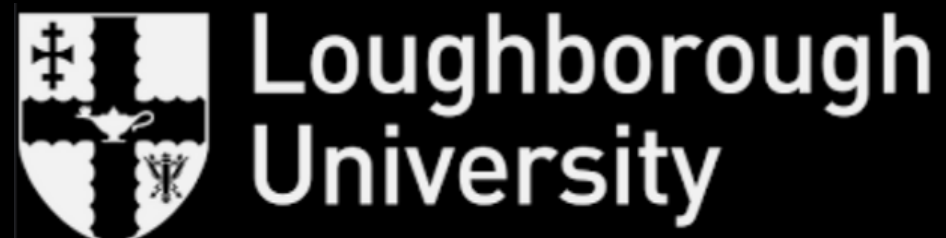
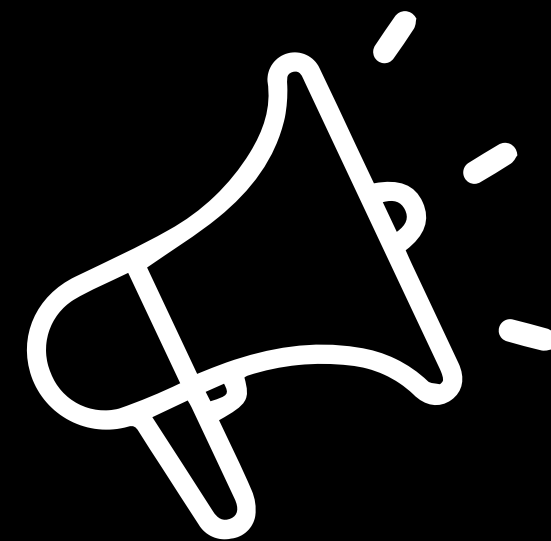


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7.

Who decides the 'canon' when building an evolving showcase of impactful XR works?

How can we ensure cross-sector involvement and a diverse range of voices and works?

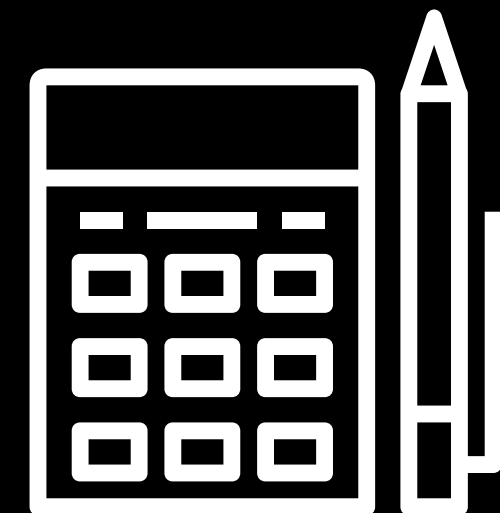


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8.

How can we incentivise creators to embed these concerns into the production process?

How can creators find funds to do this work and how do we ensure that commissioners factor this into funding new content?



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9.

What could a collaborative, cloud-based tool look like for XR works?



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