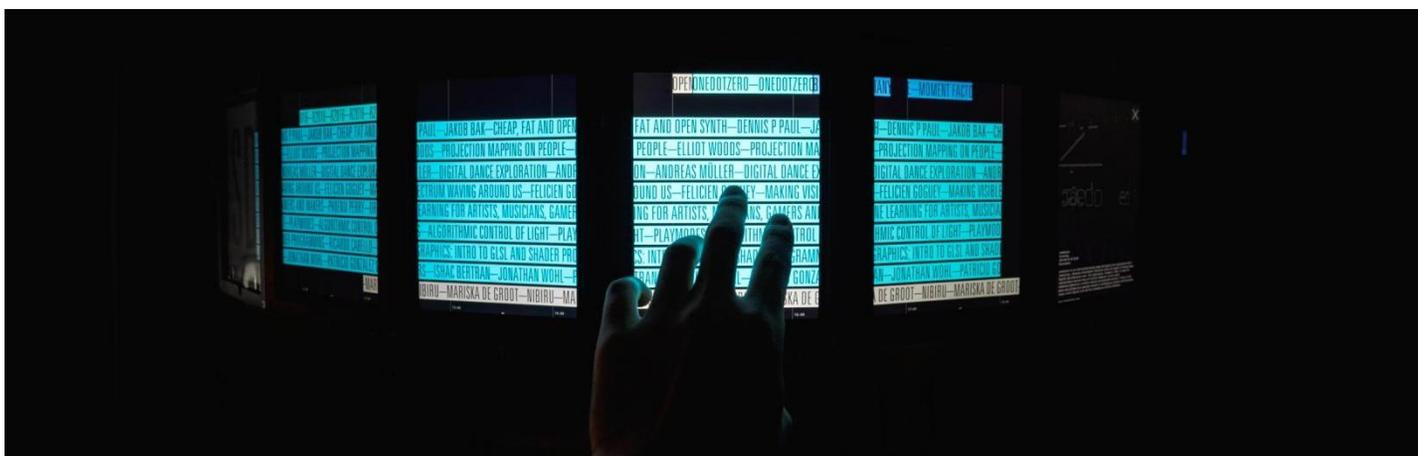


## AWE-INSPIRING ADVENTURE AWAITS AT DIGIPLAYSPACE

Learn to code, control robots, paint with light, travel through space and visit Canada's National Parks through high-tech experiences at TIFF Bell Lightbox



M/O, Logic&amp;Form

**TORONTO** — Imagine a world where users control a robotic arm that mimics human movement, interact with the solar system and space across a circle of 28 iPads, and paint with light while the environment around them begins to glow. This is the world of digiPlaySpace, where interactive art, design, and activities from acclaimed Canadian and international artists highlight the power of creative technology for kids and those young at heart. Opening just in time for Family Day, the sixth digiPlaySpace exhibition runs for an extended nine weeks at TIFF Bell Lightbox, from **February 18 to April 23, 2017**.

“When the winter months have everyone staying indoors, digiPlaySpace is an action-packed technology playground that keeps our bodies and minds active,” said Elizabeth Muskala, Director, Youth Learning and TIFF Kids. “Moving from one installation to the next, visitors will be able to play with and learn from a diverse array of new media experiences staged in a fun and entertaining environment.”

“digiPlaySpace will inspire and teach kids—and adults—about future technologies and unlock their creative potential,” added Matt Nish-Lapidus, Co-Curator, digiPlaySpace. “Coding teaches logic and problem solving skills, and helps to succeed in an increasingly digital world. At digiPlaySpace, you’ll get hands-on experience with robots, programming, and basic electronics so you can start creating your own amazing inventions.”

The 2017 digiPlaySpace lineup includes 23 exhibits from eight countries. Internationally acclaimed and award-winning interactive studio Design I/O returns with the world premiere of **Mimic**, a robotic arm from Universal Robots that mimics the movement of those who interact with it, creating an ever-changing dialogue between human and machine. **Mimic** is commissioned by TIFF and was developed through an artist residency at the Frank-Ratchye STUDIO for Creative Inquiry at Carnegie Mellon University.

Kids can learn coding and math with **Osmo** physical blocks and shapes that control playful digital characters, while **Coding Characters with Little Robot Friends** encourages the creative exploration of math and music, and inspires young minds to discover their inner inventor.

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Additional highlights include the world premiere of **Flight Painting**, commissioned by TIFF from Amsterdam's FROLIC Studio, where visitors can create beautiful 3D light paintings; the world premiere of **M/O**, an interactive sculpture of 28 iPads that allows viewers to touch and move comets, solar systems, planets, and moons in a mini universe, from Vancouver-based artistic research and creative development studio Logic&Form; the world premiere of Toronto-based artist and illustrator John Martz's **Animation Space Station**, which captures images through the magic of stop-motion and allows kids and families to float in space, run from aliens, and more; the North American premiere of **Virtual Growth**, from Netherlands artist Lieven van Velthoven, where light grows to trace the environment, illuminating hidden edges and organically interacting with people and objects; hockey gets a very non-traditional treatment in **HOKY**, from Kitty Calis, Jan Willem Nijman, and Eirik Suhrke; and this year's green screen adventure, **Canada on (Green) Screen**, invites audiences to travel across the country using HD footage from Parks Canada, in celebration of Canada 150.

After the run in Toronto, **Flight Painting**, **HOKY** and **Virtual Growth** will join the international digiPlaySpace exhibition tour, with its next stop at The DoSeum in San Antonio, Texas, from June 3 to September 4, 2017.

Full lineup below. digiPlaySpace is co-curated by Elizabeth Muskala, Nick Pagee, and Matt Nish-Lapidus.

## **ROBOTICS & CIRCUITS**

**Mimic** World Premiere  
Artist: Design I/O, in partnership with TIFF and the Frank-Ratchye STUDIO for Creative Inquiry at Carnegie Mellon University. UR5 Robot courtesy of Universal Robots and Advanced Motion & Controls Ltd. | USA  
*Mimic* is a playful interactive installation that allows visitors to engage in an ever changing dialogue with a robotic arm purely through gesture and movement.  
*Design I/O's Weather Worlds won the People's Choice Award at digiPlaySpace 2013.*

**New Dexterity Robot Hands** World Premiere  
Artist: New Dexterity | Greece/USA  
Interact with open-source prosthetic hands. These simple, adaptive, anthropomorphic hands give people a new way to restore their lost dexterity.

**Robot Crafting Table** World Premiere  
Artist: STEAMLabs | Canada  
Use an iPad to instruct a robot to assemble raw materials into the correct recipe. The robot will place the materials into position on the crafting table and display the item that you made.

**Squishy Circuits**  
Artist: Squishy Circuits | USA  
Use conductive and insulating dough to sculpt electrical circuits. These creations come to life with LED lights, make noises with buzzers, and spin with a motor.

**Drawbot**  
Open Source | Canada  
Drawing + robots = Drawbots! Visitors will use robots to make awesome drawings. Try out six different open-source drawing robot designs to see what they do. Adjust them and watch them draw lines and patterns.

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## CODING



Coding Characters with Little Robot Friends, Little Robot Friends

### Catapult LED Coding

World Premiere

Artist: STEAMLabs | Canada

Solve the puzzle by firing a catapult at the targets. Check out the targets to figure out which ones need to be hit, and in what order. The trusty catapult will lob balls into the essential nodes, activating a particle light explosion.

### Coding Characters with Little Robot Friends

Artist: Little Robot Friends | Canada

*Little Robot Friends* are electronic robot kits that make learning code fun and engaging, encourage the creative exploration of math and music, and inspire young minds to discover their inner inventor.

### Osmo

Artist: Osmo | USA

*Osmo* uses physical blocks to let kids get hands-on while interacting with virtual games on an iPad. Use coding command blocks to control Awbie, a playful character who loves delicious strawberries; arrange wooden puzzle pieces to unlock a secret world; and add, count, and multiply with numeric tiles.

### Swift Playgrounds

Artist: Apple | USA

*Swift Playgrounds* is a revolutionary new app for iPad that makes learning Swift interactive and fun. Solve puzzles to master the basics of code using Swift — a powerful programming language created by Apple and used by the pros to build many of today's most popular apps. Then take on a series of challenges and step up to more advanced creations.

## INTERACTIVE INSTALLATIONS AND GAMES

### Alphabet

Toronto Premiere

Artists: Keita Takahashi and Adam Saltsman | Japan/USA

Hold down the keys on the whole keyboard to make cartoon letters run, jump, eat, sing, poop, and sleep through silly obstacle courses. Fun for 1 to 26 players.

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### Animation Space Station

World Premiere

Artist: John Martz, format developed in collaboration with Catshrine | Canada

Get ready for a trip to outer space! Visitors can insert themselves in five different futuristic animated scenes from award-winning artist John Martz. Float in space, run from aliens, and more.



Dobotone, Videogamo



Last One Standing, Douglas Gregory

### DOBOTONE

Canadian Premiere

Artist: Videogamo | Argentina

*DOBOTONE* is a five-player video in which four players compete in a variety of party games using two-button controllers. The fifth person takes on the role of the powerful Game Remixer, changing the variables of the games in real time through the console's special knobs and buttons to turn the challenge (and the party) up.

### Flight Painting

World Premiere

Artist: FROLIC Studio | The Netherlands

Collaborate to create beautiful 3D light paintings. Control the speed, height, colour, and brightness of a flying ball of light as it is captured on camera with a long exposure.

### Canada on (Green) Screen

World Premiere

Artist: Parks Canada | Canada

Travel to Canada's National Parks through the magic of green-screen technology!

#### ***Canada à l'écran (vert)***

*Première mondiale*

*Artiste: Parcs Canada | Canada*

*Voyagez aux parcs nationaux du Canada grâce à la magie de l'écran vert!*

### HOKY

Canadian Premiere

Artists: Kitty Calis, Jan Willem Nijman, Eirik Suhrke | The Netherlands/Norway

Two to four people play against each other in this surprising and non-traditional interpretation of hockey. *HOKY* is only shown at events, with new, unique versions tailored to specific locations. This development is made possible by Stimuleringsfonds.

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### [Last One Standing](#)

Artist: Douglas Gregory | Canada

Players take on the role of living dominoes and run around a table arena, leaving behind a trail of standing dominoes that can be toppled. Hit each opponent's trails to knock them down, but beware of being toppled!

### [M/O](#)

Artist: Logic&Form | Canada

North American Premiere

28 objects of light hang in the gallery, communicating silently with one another, as dynamic animations and ambient sounds are crafted into a synaesthetic, playful Media/Object. Touch and move comets, solar systems, planets, and moons in a mini universe to see what happens. This project is supported by Creative BC and the Province of British Columbia.

### [Nifty Fish](#)

Artist: Art & Science | Canada

With *Nifty Fish*, visitors can use their own device to create a wacky custom fish and add it to a shared fish tank in the TIFF Bell Lightbox atrium.

### [Virtual Growth](#)

North American Premiere

Artist: Lieven van Velthoven | The Netherlands

Light grows to trace the environment, illuminating hidden edges and organically interacting with people and objects.

*Van Velthoven's Room Racers and Headrush won the People's Choice Award at digiPlaySpace 2012 and again in 2015.*

## **VIRTUAL REALITY**

### [Buggy Night](#)

Artist: Google Spotlight Stories | USA

A nocturnal group of singing bugs is interrupted by a flashlight beam... and a very hungry frog. Featuring production design by Caldecott Award-winning author and illustrator Jon Klassen.

### [Rain or Shine](#)

Artist: Google Spotlight Stories | USA

It's a perfect summer day in London; the sun is shining, the birds are singing, there's a spring in everybody's step, and Ella is determined to wear her new sunglasses. What could possibly go wrong?

## **APPCADE**

Presented by SAGO SAGO, the APPcade includes over 30 apps — grouped for ages three and up, seven and up, and 10 and up — that allow kids and parents to learn together through play and creation, by exploring a range of games, creative tools and storytelling activities. Apps in the APPcade have been carefully selected by the APPvisory Committee, a panel of experts specializing in children's media, education, and the interactive industry.

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APPcade apps include:

AGES 3+

**Artie's Magic Pencil**, Minilab Ltd.  
**Duckie Deck Homemade Orchestra**, Duckie Deck  
**Endless Alphabet**, Originator Inc.  
**It's Spring Again**, Asya Yurina  
**LumiKids Park**, Lumos Labs, Inc.  
**Mathie**, Michal Kucharczyk  
**Metamophabet**, Vectorpark, Inc.  
**Moose Math**, Duck Duck Moose, Inc.  
**My Very Hungry Caterpillar**, StoryToys Entertainment Limited  
**Pango Playground**, Studio Pango  
**PBS Parents Play & Learn**, PBS Kids

AGES 7+

**CyberChase Shape Quest**, PBS Kids  
**Damki Town**, Ahoiii Entertainment UG  
**DNA Play**, Avokiddo  
**Loopimal**, Lucas Zanotto  
**Simple Machines**, Tinybop Inc.  
**Slice Fractions**, Ululab  
**Star Walk Kids – Explore Space**, Vito Technology Inc.  
**The Human Body**, Tinybop Inc.  
**The Robot Factory**, Tinybop Inc.  
**Toca Blocks**, Toca Boca AB  
**Toca Builders**, Toca Boca AB

AGES 10 +

**Gravity Sketch**, Gravity Sketch Ltd.  
**Hopscotch**, Hopscotch Technologies  
**iBiome Wetland**, Springbay Studio Ltd.  
**Lines**, Gamious B.V.  
**Monument Valley**, ustwo Games Ltd.  
**My Incredible Body**, Visible Body  
**Noticing Tools™**, New York Hall of Science  
**Prune**, Joel McDonald  
**SimpleRockets**, Jundroo, LLC  
**Thomas Was Alone**, Bossa Studios Ltd.

### [Sago Mini World](#)

Artist: Sago Mini | Canada

Intuitive, beautifully detailed and whimsical, kids and parents can join Sago Mini characters on all kinds of fun adventures designed to build on kids' imagination, and wonder.

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Tickets for digiPlaySpace go on sale **February 1 at 10 a.m.** for TIFF Members, and **February 8 at 10 a.m.** to the public. Entry to digiPlaySpace is \$11 on weekdays and \$13 on Saturdays and Sundays; TIFF Members see it for free and have access to a preview day on Friday, February 17. *Squishy Circuits*, *Little Robot Friends*, *Osmo* kits and *Sago Mini* merchandise are all available at TIFF Shop.

The 20<sup>th</sup> TIFF Kids International Film Festival™ takes place at TIFF Bell Lightbox from **April 7 through April 23**. Tickets for the TIFF Kids Festival go on sale **March 1 at 10 a.m.** for TIFF Members, and **March 8 at 10 a.m.** for the public. Programming for the upcoming 20th edition of TIFF Kids International Film Festival will be announced on March 1.

In celebration of Canada's sesquicentennial and TIFF's year-long Canada on Screen programme, the Jump Cuts Young Filmmakers Showcase is national in 2017. TIFF Kids is now accepting submissions from across Canada for the Jump Cuts Young Filmmakers Showcase in two divisions: Ontario and National. The deadline for submissions is **Friday, February 24**. More information can be found at [tiff.net/jumpcuts](http://tiff.net/jumpcuts).

*Pour souligner le 150<sup>e</sup> anniversaire du Canada et le programme Canada à l'écran offert toute l'année par le Festival international du film de Toronto (TIFF), les cinéastes de l'ensemble du Canada sont dès maintenant invités à déposer leur candidature pour TIFF Kids Jump Cuts Young Filmmakers Showcase dans deux divisions : Ontario et nationale. La date limite est le **vendredi 24 février 2017**. Pour de plus amples renseignements, consultez le site [tiff.net/jumpcuts](http://tiff.net/jumpcuts) (en anglais seulement).*

TIFF Kids is also looking for young cinephiles to be a part of the Young People's Jury, which will decide the winning films in three categories at the 2017 TIFF Kids Festival; entries to be part of the jury close **Monday, February 20**. Details can be found at [tiff.net/tiffkidsjury](http://tiff.net/tiffkidsjury).

TIFF prefers Visa.

#### Social:

#digiPlaySpace

#TIFFKids

[tiff.net/kids](http://tiff.net/kids)

#### About TIFF

TIFF is a charitable cultural organization whose mission is to transform the way people see the world, through film. An international leader in film culture, TIFF projects include the annual Toronto International Film Festival in September; TIFF Bell Lightbox, which features five cinemas, major exhibitions, and learning and entertainment facilities; and innovative national distribution program Film Circuit. The organization generates an annual economic impact of \$189 million CAD. TIFF Bell Lightbox is generously supported by contributors including Founding Sponsor Bell, the Province of Ontario, the Government of Canada, the City of Toronto, the Reitman family (Ivan Reitman, Agi Mandel and Susan Michaels), The Daniels Corporation and RBC. For more information, visit [tiff.net](http://tiff.net).

**TIFF is generously supported by Lead Sponsor Bell, Major Sponsors RBC, L'Oréal Paris and Visa, and Major Supporters the Government of Canada, the Government of Ontario, and the City of Toronto.**

**The TIFF Kids International Film Festival is supported by The City of Toronto and the Ontario Arts Council.**

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For information, contact the Communications Department at 416.934.3200 or email [proffice@tiff.net](mailto:proffice@tiff.net).  
For images and artist bios, visit [tiff.net/press](http://tiff.net/press).

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