**Concept**

A Multi narrative, augmented reality, first person live computer game.

A totally immersive adventure determined by the decisions of the lead protagonist.

An experiment in live theatre and test-bed for exploring new ways of using gaming technology in a live context.

Many similar projects have been developed working with mobile technology, what sets this idea apart is the stated ambition to be a truly mixed media experience, not reliant on mobile phones but also the increasingly anachronistic, but still iconic network of phone boxes across the city.

Using a ready-made geography of live sites across the city, a closed communications line over which producers have complete control.

These provide fixed points from which to create the audience journey through the city streets, with each participant determining their next steps through being given a choice at each juncture.

This network will take the audience on a journey across the city.

There will be a mixture of tasks to be completed, live action intervention, multi-strand narrative to be determined by the participant and augmented reality through the city wide Wi-Fi network created by K-Comm.

One second you are discovering the secret to a deep conspiracy the next you are running away from marauding Vikings as seen through the augmented reality on your phone or tablet.

This will be collaboration between live arts, immersive theatre experts, computer games designers, developers and comms companies.

The event will mix traditional performance, one on one, intimate experiences with wide screen spectacular. It will take the audience on an un-paralleled journey through imagination and the city.

Previous similar events

Brighton based media artists Blast Theory have developed a number of first person, technology led games that use the city as a venue.

<http://www.blasttheory.co.uk/>

Leeds based interactive art producers Invisible Flock

<http://invisibleflock.com/>