**Scoping and feasibility of new project for Hull 2017**

**Overview:**

To develop a theatrical experience based around the network of phone boxes in Hull.

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.

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, an experience that melds mobile technology and increasingly anachronistic, but still iconic network of phone boxes 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.

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

**Fee: £3000**

To create a feasibility study exploring the creative possibilities of mobile tech and the KC Phone Box network.