**2097: We Made Ourselves Over**

**Dates:** Throughout 2017

**Venue:** Various

**Time:** Various

**Ticket price:** Free

**TWEET –** 2097: We Made Ourselves Over. You decide where we go next. @BlastTheory @Aarhus2017 #TelltheWorld #futurecities #2097 (118 characters)

**50 WORDS –**.

Phone boxes start to ring across the city.

You answer the call. A vehicle stops alongside you. A voice asks you to get in.

2097. The city is on the cusp of a new century and you decide where we go next as Blast Theory invite you to re-imagine our future.

Co-commissioned by Hull 2017 & Aarhus 2017 (57 words)

**100 WORDS –**

Phone boxes start to ring across the city.

You answer the call. A vehicle stops alongside you. A voice asks you to get in.

It’s 2097. The city is on the cusp of a new century and you decide where we go next as Blast Theory invite you to re-imagine Hull 80 years into the future.

Renowned internationally, Blast Theory have been making interactive artworks for over 25 years, bringing together the very best in film, installation, gaming and technology.

2097 is an ambitious international collaboration bringing together Hull City of Culture 2017 and European Capital of Culture Aarhus 2017. (100 words)

**200 WORDS –**

Phone boxes start to ring across the city.

You answer the call. A vehicle stops alongside you. A voice asks you to get in.

Breathing in, you might think that the air is the same but it’s not. The tide covers the Old Town. Lights track across the moon. The city is on the cusp of a new century and you decide where we go next.

Throughout 2017, Blast Theory invite you to re-imagine the city in the future. Familiar neighbourhoods become extraordinary science fiction landscapes and mysterious events break out across the city, throwing up new questions about how we will live 80 years from now.

Blast Theory have been making interactive artworks that invite you to question your place in society for over 25 years. Led by Matt Adams, Ju Row Farr and Nick Tandavanitj, their work draws on popular culture and games, often blurring the boundaries between the real and the fictional and bringing together the very best in film, installation, gaming and technology.

Multi award-winning, and renowned internationally as one of the most adventurous artists’ groups, they have presented work across the world including at the Venice Biennale and Sundance Film Festival. 2097 is an ambitious international collaboration bringing together Hull City of Culture 2017 and European Capital of Culture Aarhus 2017. (214 words)