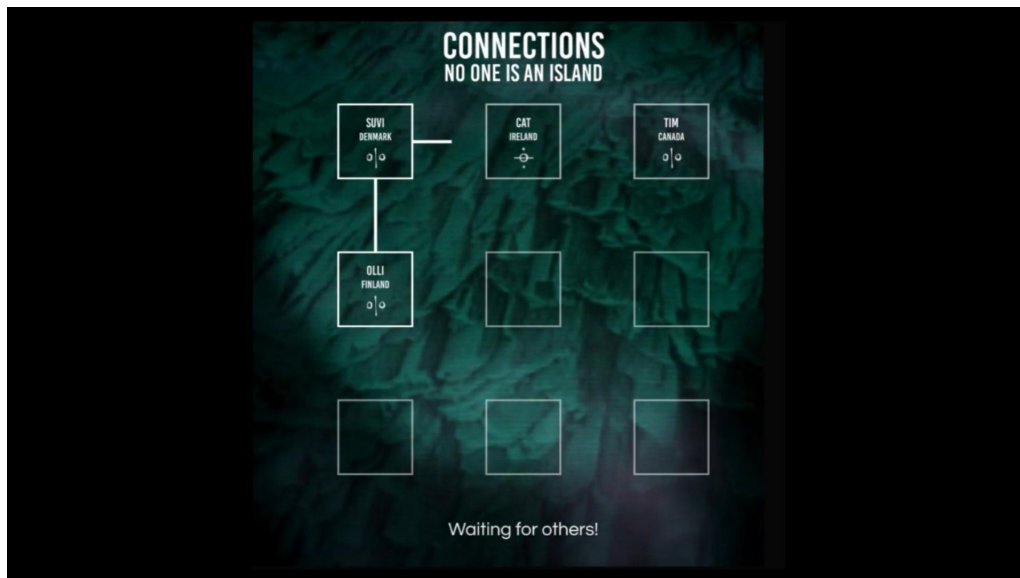


Connections – No One Is an Island

A NEW INTERACTIVE MULTIPLAYER FILM THAT ALLOWS THE AUDIENCE TO COLLECTIVELY PROCESS OUR EXPERIENCES OF PANDEMIC ISOLATION IN A SOCIAL AND ENGAGING WAY, TO EMERGE INTO OUR NEW REALITY TOGETHER.

Teaser: <https://www.youtube.com/watch?v=3VX8C7vsUyA&t=5s>



A pandemic is sweeping the Earth. Borders are drawn around us, isolating us from one another. At the same time, we are connected more than ever through our lived human experiences.

In 'Connections – No One Is an Island' you are invited to transcend borders, to process the experience together with others and look ahead. You meet up with other audiences across country borders and embark on a cathartic journey, moving through videos showing significant moments of people's lives across the world during the Corona era.

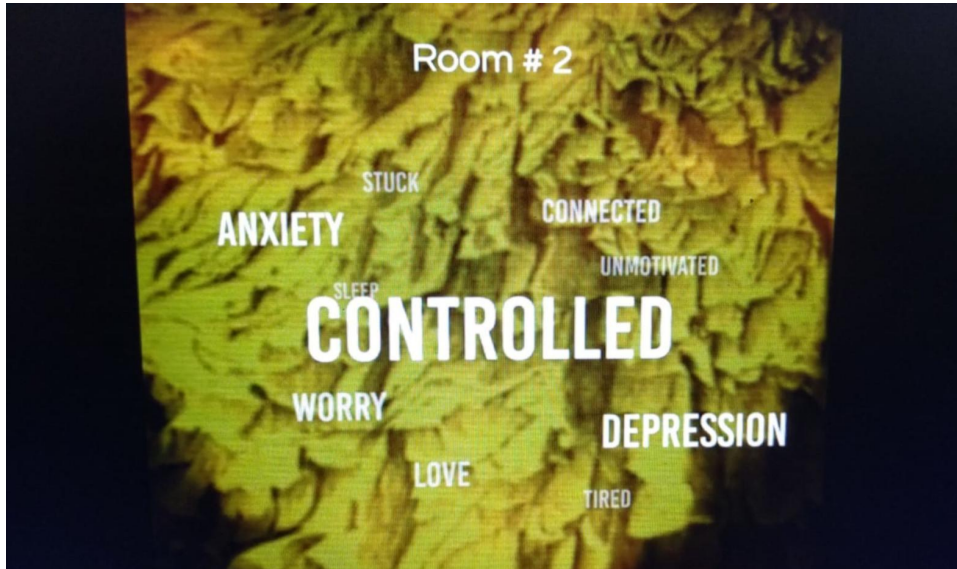
We've recorded more than 300 stories from 35 countries in collaboration with a big group of co-creators. They are intimate windows into human life and how people change over time from March 2020 until New Year's Eve.

In each screening session you see 12 video clips (out of hundreds). The story forms as a result of the audience group's responses to the videoclips; it is different every time and many audiences want to watch it more than once. Each group goes on its own unique journey through three emotional stages of the pandemic.

"Navigating the pandemic with strangers made for a unique and therapeutic experience..." The idea of allowing all the participants to write a little something to share after the experience was downright beautiful. There is something very interesting about being isolated from my co-viewers and only getting to know their reactions to the piece through their words", Rune, festival audience at CPH:DOX.

"It is a bingeable experience". Laura, festival audience at CPH:DOX (who came back for several screenings).

"We are still in heavy lock down, it's so great to share these emotions and this experience", festival audience at CPH:DOX from Hong Kong.



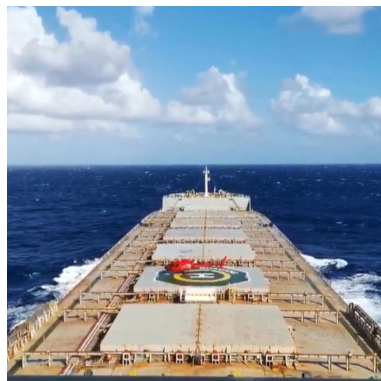
The main mode of interaction throughout the film is typing (no choices are made by mouse-clicking). We believe that the experience opens up to a wide range of audiences exactly because typing is a familiar action for many generations. As an example the director's 92 year old grandmother was able to complete the experience.

The Experience

The audience will meet up for a screening in groups of maximum nine. When you enter a screening session, you will be visually placed in your own square with a distance to others. On the screen a master square appears and subtle music. "The square symbolizes structure, security, and order. You are here to transcend isolation." A child's voice begins to guide the audience.

Together you will move through emotional stages of pandemic lockdown. The first stage rewinds to the beginning of isolation, a time when uncertainty and anxiety were dominating emotions, combined with optimism and outright frustration. You travel forward on a cathartic journey through dark feelings like fatigue, depression, and alienation as well as lighter feelings like resilience, acceptance, and hope.

Each video story you encounter is a moment of life, about 1 minute long. Your group is asked to type immediate



emotional responses to the stories in one word and by doing that you shape the film - following connected emotional pathways across the Earth. You see everyone's words appearing on the screen as they are being written. The words shift, change shape or merge if several people in the group feel the same way. You move through time, from country to country, discovering the connections between us, and end up on New Year's Eve 2020, looking towards the future.

No one is an island. Perhaps you will see your own pandemic experience in a new light.

Possible stories you may encounter in the three emotional stages:

1. Robin from Denmark works at a construction site at the beginning of lockdown. He asks for his own container during breaks and disinfects it meticulously.

2. Kalyan, captain of a cargo ship in The Pacific Ocean feels like an alien. He has not been able to go ashore or change his crew since the beginning of the pandemic.

3. Josefina from Argentina has her first beer in town after many months of lockdown and feels like a foreigner in her own city.

Format

'Connections - No One Is an Island' can be experienced at online screening events on a web page, in physical installations or a hybrid of the two. Each session takes around 30 minutes, plus possibly 10-15 minutes with a moderated conversation afterwards.

Status

The work we presented at CPH:DOX was our first digital demo. Everytime we show the work it is evolving and what we learn helps us shape the project. The demo is working and we would like to share it with you by setting up a screening, so you can feel the experience yourself.

Watch a screen recording of the first 5 minutes here: <https://vimeo.com/545558265/450f341ea8> (disregard the audio quality)

For further conversations Please contact:

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'Connections: No One Is an Island''s core team: Suvi Andrea Helminen (DK) - Concept developer and director, Ulrik Gutkin (DK) - Producer, Kasper Bøttcher (DK) - Co-producer & Creative technologist, Olli Tähtinen (FI) - Co-producer, Tomi Paijo (FI) - Visual designer, Thomas Romlov (SE) - Spatial design, Anna Lidell (DK) - Composer, Tim Miller & Cathy Feraday Miller (CA) - UI development and programming.

Production Company CFC Short & Doc.

Connections - No One Is an Island has been developed at CPH:LAB supported by Creative Europe Programme - MEDIA of the European Union and The Danish Film Institute.

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