

## *lookingGlass* plays on in *OyeDrum* Volume II

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Join players across the world, live, as you work your way through this online WebGL video game on your own, or pull up the YouTube (Twitch-style) live-stream of the creator's play-through demonstration, and experience what it could mean, in the words of Murray Bookchin, to "Demand the Impossible."

*lookingGlass*, an immersive museum experience seen through the context of a storied video game, developed from a question NYC theatre company Mangeront asked itself late last September:

*Can we, given today's social, political, economic, and ecological realities, responsibly maintain hope?*  
Reading this back today, it strikes with different, but not dampened, significance.

A video game that starts with a short, dreamy video prologue, *lookingGlass* then drops the player into a grimy, stale, dimly-lit office. The player has to discover how to feed their rapidly falling health meter while also figuring the way out.

The next scene, in contrast, is one of light. A series of "doors to nowhere" actually serve as portals, transporting the player into worlds of beautiful and moving art pieces, created by a group of diverse artists working across many different media. As the player progresses, they encounter the same questions as did the artists: *What is today's date? What about your life as of this specific day brings you joy or contentment? What does your life today lack...* After watching each art piece, the player collects a key fragment, which, all collected, combine to form a key to the final door.

The interviews that are at the core of the process, held over the course of March and April, and the responses that have since been created from these conversations, bear witness to the reality each day has brought with it since the onset of the global pandemic. They mark out space for pain, but also for joy, for longing, and--

Yes.

For hope as well.

IG: #playlookingGlass

Teaser [here](#)