



d/Lux/MediaArts presents China Heart
 30 January – 13 February 2011



Media kit

Media interviews and images

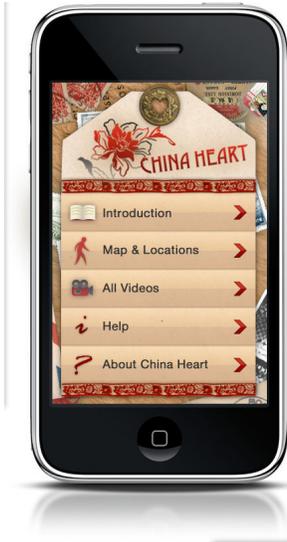
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MEDIA RELEASE

For immediate release: 8 December 2010



China Heart: Discover love, romance and a side of Sydney you've never experienced before using your own mobile phone. Celebrate Chinese New Year with a mystery linking Australia's multicultural history with today. Starting at the Powerhouse Museum - 30 January to 13 February 2011.

Sydney's Chinatown will be abuzz with people following the virtual and real time clues in d/Lux/MediaArt's **China Heart** to solve a mystery. With a story by **Annette Shun Wah**, **China Heart** is a free interactive game and story for smart phones and web that fuses real-life action with video clues and GPS technology, taking players to significant locations in and around Chinatown. **China Heart** is a fun experience piecing together secrets of the past where the whole family can relive Australia's Chinese heritage. It's a thrilling way to 'see in' the Year of the Rabbit.

The fun begins at Sydney's Powerhouse Museum where participants download the application onto their own iPhones, Androids and higher end Nokia phones with the help of volunteers or access the story via mobile web. From there, they start to unravel a labyrinth of video clues, oral histories, soundscapes and historic re-enactments that are prompted through GPS technology. Players hunt and search through the streets and laneways of Haymarket and its environs, and the pieces of the puzzle come together at each new location. The mystery culminates at the Chinese Garden of Friendship at Darling Harbour. Interwoven with virtual clues are real world art installations and performances along the way.

"**China Heart** is the story of a Chinese-Australian woman, Lian, who is rediscovering her past and her heritage in the process of solving a very personal mystery. Here we have storytelling, art, real-life and technology all interweaving in a very new and exciting way, bringing Sydney's Chinatown to life on people's own mobile phones," says Tara Morelos, Director, d/Lux/MediaArts.

"The game is free to download and will take you from the Powerhouse Museum through various locations in Sydney's Chinatown, culminating at the Chinese Gardens of Friendship. If you want to explore the story more, it can be experienced via the web at home or on your mobile phone."

Author of **China Heart**, writer and television presenter Annette Shun Wah says, "It's a story celebrating Australia's cultural diversity and richness. And for Lian, the main character, it's an emotional journey of self-discovery, revealing her family's past."

"**China Heart** recounts the challenges and adversity faced by families, and particularly by women, in the process of finding a home and happiness in Australia."

In **China Heart**, Lian is to marry Anglo-Australian, David. But the celebrations are soured by the arrival of a mysterious package containing objects and a message that mystify and disturb her. The objects are cryptic clues that take Lian, and the players with her, on a walking tour of Sydney's Chinatown, as she finds out more about its history up to the present day and its colorful characters - some tragic, some triumphant - from the 19th century to now. Lian uncovers the daily life of Chinese Australians, from the lives of single men in the earliest days to the Chinese debutantes of the 1950s-70s and through to the yum cha gatherings of 'Astronauts' Wives' (women whose husbands commuted to Hong Kong for business, leaving their families in Sydney). In the end,

knowledge, resolution and love come to her and David when the puzzle finally unravels in the Chinese Garden of Friendship in Sydney's Darling Harbour.

d/Lux/MediaArts is one of Australia's key screen and media arts organisations, bridging film with visual arts using pioneering technology. Since 1982, d/Lux/MediaArts has been working to bring innovative and accessible screen and new media arts to audiences around the country.

From as early as 2002 with the **Futurescreen** program, d/Lux/MediaArts has pioneered with art, real-life and mobile technology. Recent mobile projects include the romantic fantasy **Ghost Garden** set in Sydney's Botanic Gardens during the **Sydney Festival in 2008**, and **Razorhurst in 2009**, in which participants re-lived the inner city's notorious past of the 1920s and 30s, dodging razor gangs to deliver sly grog. Both Ghost Garden and Razorhurst were games for pre-loaded GPS devices.

China Heart is d/Lux/ Media Arts' first interactive game experience that can be downloaded directly onto a smart phone such as an iphone or android, or accessed via mobile web.

MEDIA: for further information, images and interviews, please contact chinaheartpr@gmail.com

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China Heart

30 January - 13 February 2011, 10am – 5pm, 7 days

Powerhouse Museum - China Heart kiosk

Download the game and take the tour. FREE

www.dlux.org.au, www.chinaheart.org.au

China Heart Creative Team

Annette Shun Wah

Annette is an author, broadcaster and actor, best known for the television programs she presented and produced for the ABC and SBS such as The Noise, Eat Carpet, Imagine, Studio 22 and Media Dimensions. Her book, Banquet: Ten Courses to Harmony, co-written with Greg Aitkin, combines social history and food culture to examine how the Chinese integrated into Australia through their links with food. The book won Bronze at the 1999 World Food Media Awards and is taught in tertiary courses. She has been a regular contributor to the Sydney Morning Herald. She has delivered keynote addresses at the 2009 Dragon Tails Conference on Re-Interpreting Chinese Heritage; the inaugural colloquium of the Centre for the Study of the Chinese Southern Diaspora ANU; the National Archives of Australia; and the Centenary of Federation Ceremony. She has co-directed Stories East and West, with William Yang, a story telling event that played to a sold out audience at Belvoir St Theatre. She is also the Principal of Bookmark Media, which produces web trailers for books. Annette serves on the board of the Sydney Writers' Festival, the Performing Arts & Arts Management Committee of Asialink and is President of the Asian-Australian performance and advocacy group, Performance 4a.

Tatiana Pentes

Tatiana's recent digital media publication is BLACK BOX www.strangecities.net, a digital documentary exploring musical forms: Russian jazz from Shanghai, Greek rembetika blues, and classical Hindustani music and dance. Tatiana currently manages Musica Viva Australia's online strategy. Tatiana's academic and professional experience encompasses film and new media. Her work has been exhibited inter/nationally at conferences and film and media festivals in countries including the US, France, Italy, Greece, Australia, Thailand, UK, China, Japan & Brazil. Her creative research explores the intersection of digital film, interactive multimedia, digital sound and new forms of story-telling, and she has taught across a range of disciplines at various institutions. Tatiana's recent research has been published as a book BlackBox: Painting A Digital Picture of Documented Memory, VDM Verlag, Germany, 2009 and an online documentary project about Shanghai with Professor Andrew Jakubowicz, The Menorah of Fang Bang Lu. She collaborated with filmmaker Geoffrey Weary on Scenes From A Shanghai Hotel (2005) and Strange Cities (2000) which was produced in association with the Australian Film Commission and for which she was the recipient of an AIMIA, ATOM Award & Honourable Mention, International Festival of Cinema & Technology, LA, USA, 2008.

Josephine Emery

Josephine has a long list of feature films to her credit, plus television drama and mini-series. She was Head of Screenwriting at AFTRS and Director of Literature at the Australia Council where she developed and ran the national digital-narrative-production development program, The Story of the Future, in partnership with LAMP. Josephine is now working extensively in transmedia with The Project Factory and with ModFilms. She is also a financier and advisor to Picture Tank Productions on their current cinema comedy feature, WHO WANTS TO BE A TERRORIST? She is currently developing two feature-movies of her own; INTO THE LIGHT and MAIDEN VOYAGE. She is also the author of 5 books; mostly recently THE REAL POSSIBILITY OF JOY, shortlisted for the 2010 Nita Kibble Award for Best Lifewriting by an Australian Woman.

China Heart Game Developers**The Project Factory, Jennifer Wilson**

Jennifer is passionate about device-independent (cross platform) relationships with consumers; social networks; context awareness; and delivering a tailored, personalised experience to each consumer. With more than 20 years experience in interactive media, Jennifer is a highly regarded speaker and thinker, and sits on the Executive of AIMIA. Winner of Encore magazine's 'Best Cross-Platform Production Company 2010'. The Project Factory develops ground-breaking digital media productions.