

## The Candidate

The candidate should display interest and strong skills in one or more of the following areas:

- Storytelling and narratives
- Games Design
- XR (AR, VR)

## The Internship

The successful candidate will work with StoryLab (ARU) and ARCADE on an experimental XR project. Projects could include (but are not limited to):

- Developing a prototype AR application as part of a pilot project based on endangered languages in the UK and Italy, building on the results of the British Academy funded project [Reviving Kusunda](#)
- Expanding an existing VR application – [Immersive Antarctica](#) – onto new platforms, to use as the basis for further research studies

The intern will be able to make a real impact on these projects and will have the opportunity to tailor the internship to their own skills and interests, and to develop new skills. As this internship will be shared between StoryLab and ARCADE, the intern will have the unique opportunity to experience both academic and commercial XR development environments.

## Timeline

The internship will take place starting in June 2024. The intern will begin by working with StoryLab for 2 weeks understanding the research context, gathering data, and designing a small, ambitious but manageable project. They will then work with ARCADE for the following 3 weeks, to learn about XR development in a commercial space, before returning to StoryLab for the final week to conclude the project.

## StoryLab

<https://storylabresearch.com/>

StoryLab is an interdisciplinary research institute at Anglia Ruskin University (Cambridge) that explores how digital innovation and storytelling can effect meaningful social change, cultural participation and heritage sustainability.

We explore immersive storytelling to enable diverse voices and perspectives, and how the development and democratisation of existing and emerging creative technologies can enable stories to be told in innovative and immersive ways.

StoryLab combines traditional storytelling methods with emerging formats and creative technologies such as XR (VR, AR, MR), 360 film, soundscapes, 3D data visualisation to create powerful experiences to affect change. As a Lab, Storylab's focus is on speculative, participatory and agile design to create highly relevant responses to the real-world environment.

## ARCADE

<https://www.arcade-xr.com/>

ARCADE (London) is an award-winning mixed reality studio on a mission to make the world a more playable place.

AI and XR technologies are ushering in a new era of digital experience, and ARCADE is at the forefront of harnessing their power to take the ordinary, everyday world and make it playable.

From large scale places like sports stadiums, shopping malls, museums, galleries or heritage sites, to temporary places like festivals or experiential pop-ups, to the places we find ourselves everyday like parks, offices or our own homes, ARCADE uses the full spectrum of established and emergent technologies to blur the boundaries between physical and digital, unlocking new ways to play in the world we inhabit.

ARCADE started life in 2016 but has its roots in almost twenty years of study and practice prior to that, with our founders qualifying as architects before building one of London's most successful digital agencies.