



Non-Player Character is an exciting new project that allows our team at the Museum of Science, Boston the opportunity to welcome visionary creator Brendan Bradley back to our institution, this time pushing the potential of our Mugar Omni Theater to innovative new levels. This work sits at the intersection of art, science, and technology combining immersive VR filmmaking and live theater to take audiences on a one-of-a-kind journey, placing participants fully in the driver's seat. Displayed in real time on our Omni screen for a live audience to witness the story as it unfolds in the VR world, this project has the potential break down the barriers around the use of VR and technology in live performance, enveloping audiences in the experience whether in headset or not.

It's been a goal of our institutions to fuse together VR and performance in organic ways that transcend any experiences currently on the market, and we have found the perfect partner in Bradley and his singular artistic eye and vision. Together we plan on developing this piece for an exclusive prototype premiere for a limited audience in December 2021. With the opportunity to take several participants through the work, while a larger general audience views on the Omni screen, we can stress test the piece and equipment and continue to elevate the project based on participant experience and feedback.

Looking to the future, we hope to stage a world premiere run in either our 2022 or 2023 programmatic season, followed by the opportunity to tour the final show. To do this, focus will be placed upon making this work scalable to provide an easy and light lift for interested producers or partners around the globe, as well as to break down the ever-present question around VR experiences- how do we make sure the work is financially accessible? Through our prototyping period, we will focus on developing a final product that can tap into scalable audience models to invite groups of all sizes into the world of Non-Player Character.

We hope you will join us on our journey in bringing Non-Player Character to life- the opportunity to expand our prototyping period and bring the work to different audiences through festivals and conferences, will allow us crucial feedback and insight throughout the many design stages of the piece. Together we immerse the physical and digital worlds together in revolutionary new ways, expand the possibilities of our industries and ensure that on this journey, everyone has a story to tell and a role to play.

A handwritten signature in black ink, appearing to read 'J. Monroe'.

James Monroe
Producer, Adult Programs & Theater Experiences
Museum of Science, Boston