

Dreaming Methods can:

- Develop immersive computer games and digital storytelling experiences
- Create innovate digital artwork for galleries and public spaces
- Produce projects in Virtual or Augmented Reality (VR/AR)
- Facilitate bespoke engagement projects
- Create online resources/e-learning systems
- Develop applications for Android, iOS, tablet or mobile devices
- Contribute to or carry out research
- Facilitate master classes/workshops with any age group/ability from beginners to experienced creatives, including bespoke packages to Universities for undergraduate and post-graduate students



PRISOM (2013) Photo by Robin Hamill

Contact Us:

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DREAMING METHODS
 **ONE TO ONE**
DEVELOPMENT TRUST

Charity Number 1105945

Company Registration Number 5051345



WALLPAPER VR at the Being Human Festival (2016)

Inspiring change
through digital media
and creative arts

Storytelling and Games

DREAMING METHODS
 **ONE TO ONE**
DEVELOPMENT TRUST

About Us:

One to One Development Trust is a charitable media arts organisation established in 1988. Using a variety of creative approaches and technologies we work with people, groups, organisations and communities to create exciting, engaging and innovative projects, positively changing lives for the better.

Our work is local, national and international. We consistently push the boundaries of technology whilst developing access and opportunities for our participants and stakeholders.

We offer meaningful engagement, creative excellence, best practice in our field and high production standards across all aspects of our work.

Featured projects supported by



Dreaming Methods:

Dreaming Methods is One to One Development Trust's digital storytelling and games development studio. It's a hot bed for innovation, learning and creativity.

Established in 1999, Dreaming Methods has pioneered cutting edge work in the field of digital fiction/electronic literature and narrative-based computer games, exploring the intersection of writing, language and new media.



Funded by



Supported by



Delivered by



All the Delicate Duplicates 2017

All The Delicate Duplicates is a work of fiction that narratively toys with the concept of time, offering a series of windows into the lives of its characters. Told through a PC game and a web-based short story, this award-winning interactive mystery constructs a glimpsing storyworld where perceptions are stretched beyond the 'real' as you think you know it.

www.allthedelicateduplicat.es

Funded by:

The Space (Arts Council England/BBC).

Winner of the Tumblr International Prize for Digital Art and Best Overall Game at GameCity Festival 2016.



Inanimate Alice 2010 - 2017

Inanimate Alice is a work of fiction for children and young adults that follows the story of a girl growing up wanting to become a video games designer.

Told over 10 increasingly complex and interactive episodes, Inanimate Alice is the first digital text to have become part of the Australian English Language Curriculum.

www.inanimatealice.com

Funded by:

Arts Council England, The Bradfield Company Education Services Australia.



WALLPAPER 2015 - 2017

WALLPAPER is an immersive narrative game and Virtual Reality experience. Following the death of his mother, technology innovator PJ Sanders returns to the UK from the US to his rural family home on the North Yorkshire Moors. Sanders uses his latest prototype device to uncover the mysterious history behind a room in the house that has remained locked since his childhood.

www.dreamingmethods.com/wallpaper

Funded by:

Arts Council England, Sheffield Hallam University Arts and Humanities Research Council, Being Human Festival GamesLab / Creative England.

