Strategy and Consultancy

- Workshops for research and subject knowledge acquisition (videogames, AI, creative technology)
- Outreach strategies for engaging creative communities and niche audiences
- Research reports and whitepapers
- Onboarding interdepartmental stakeholders
- Advisory on key figures and communities in videogames and other emerging fields

Experiential Design

- Creative direction and executive production for:
    - Pop-ups and activations for brands, product launches, and special events
    - Displays and exhibits incorporating technology, interaction and play

Curation

- Curation for large format headline exhibitions (approx 900qm), mid-size exhibitions, installations or displays, including:
    - Temporary or permanent exhibition curation
    - Support from ideation, research, development, to install
    - Development of bespoke exhibition pitches
- External curatorial support for specialist subject knowledge (videogames, digital design and culture, emerging technology)
- Consultancy and referrals for relevant, diverse and compelling artists and creators

Event Programming

- Program and event design
- Selection of keynote and panel speakers

Interpretation

- Interpretive support including activities, text, wayfinding, etc