



www.playcraft.live

PLAYCRAFT LIVE

WORLD'S FIRST LIVE PERFORMANCE OF A PLAY INSIDE MINECRAFT VIDEO GAME

- **Saturday 14 October, on stage at the Playhouse Theatre Derry/Londonderry and live across the world online**
- **Guest YouTubers will join an in-game audience, to watch the play from inside Minecraft and livestream unique views of the actions to their online followers**
- **Players worldwide invited to help build stage sets in Minecraft as part of live online 'buildathon' on Saturday 23 and Sunday 24 September**
- **Author Alex Scarrow reveals synopsis for play which sits within his bestselling *Time Riders* series of novels**
- **Production to step between real and virtual worlds, human actors, theatrical direction and digital puppeteering**
- **Free original production brings together world-renowned producers, actors, costume and set designers and Minecraft talents**

15/9/17 – At 7pm on Saturday 14 October, a new play will become the world's first to be performed live on stage and inside the Minecraft video game. *Playcraft Live* will see the audience at the **Playhouse Theatre Derry/Londonderry** sharing the theatrical experience with a global audience, immersed in the enormously successful video-game Minecraft. The play will be performed by both human actors on stage at the Playhouse and their corresponding digital avatars in the world of Minecraft. *Playcraft Live* will premiere on **Saturday 14 October**, both on stage at the Playhouse and broadcast to the world online at www.playcraft.live

Directed by the Playhouse Theatre's creative director, **Kieran Griffiths**, *Playcraft Live* is a collaboration between the Playhouse, world-renowned creative producer, **Adam Clarke**, digital educators, **MakeMatic**, and a diverse team of Minecraft personalities and artists. It is commissioned by **The Space**, which is funded by the **BBC** and **Arts Council England**.

Over the summer, Minecraft fans have been involved in the creation of the play and in special coaching sessions on theatre production and Minecraft design, both online and at the Playhouse. Guest YouTubers, **AmyLee33**, **SeaPeeKay**, **NettyPlays** and **Bigbst4tz** plus writer **Alex Scarrow**, video game designers **Hypixel**, West End costume designer, **Katrina Lindsay**, and actor **Art Parkinson** (*Game of Thrones/Kubo and the Two Strings*), have starred in a series of videos tutoring youngsters and Minecraft players in set design, acting, costume creation and scriptwriting. As a result of these events, some of the audience's avatar designs and character jokes will be incorporated into the final production.



Playcraft Live's champion YouTubers will be invited to watch the play from inside the Minecraft sets, taking their own positions as an invisible audience *within the game*, broadcasting their individual perspectives of the action live to their millions of online followers.

On Saturday 23 and Sunday 24 September, Minecraft fans will be invited to take part in a live, online **'buildathon'** in which they will help to create one of the virtual stage sets, the American Natural History Museum in New York, a location visited by the characters Maddie and Sal in the play. To build the sets, the *Playcraft Live* team has collaborated with video game designers **Hypixel**, who have already built the main hall of the museum, in Minecraft, featuring a giant dinosaur skeleton. Players are invited to join YouTubers **NettyPlays**, **Bigbs4tz**, **Tomohawk**, **CaffCast**, **Mini Muka** and **PB Jelly** to enter the virtual museum and fill it with their own creations. Full details of how to take part and a sneak peek of the set are available at playcraft.live

Playcraft Live is based on the internationally bestselling *Time Riders* series of teen fiction by author **Alex Scarrow**. Sitting between books one and two, the play will feature *Time Riders* characters Liam, Maddy and Sal, three teenagers working for a secret agency charged with the task of stopping time travellers from the future coming back and changing history, with the guidance of an advanced intelligence robot human being called Bob. While the series of nine books sees the trio in Ancient Rome, World War II and the far future, for *Playcraft Live* they will head back to Neolithic times.

Alex Scarrow said, "I am very pleased to be able to share the synopsis for the play and to be bringing Liam, Maddy and Sal, the *Time Riders* trio, to the stage for a production which is a genuine world first. While we will be switching from the stage in Northern Ireland to the virtual world of Minecraft, the characters will also be going back and forth across 11,000 years from the time of the caveman and woolly mammoth to modern-day New York. It's quite the head-spinner! *Playcraft Live* is an ambitious and exceptionally exciting event and I can't wait to see my characters come to life on stage and inside the world of Minecraft."

Kieran Griffiths, Creative Director at the Playhouse Theatre, said, “We are excited to be taking Alex Scarrow’s *Time Riders* characters on to the theatre boards and around the Minecraft blocks. As the premiere approaches, the sheer amount of creative talent involved has become very clear. We are introducing something completely new to the world of theatre, bringing together two artistic worlds, and we cannot wait to unveil the production to the people in the theatre and the vast online Minecraft audience.”

Minecraft is the second-best-selling videogame of all time (behind Tetris). Designed by Swede Markus ‘Notch’ Persson, it enables players to build constructions out of textured cubes and take part in exploration, engineering, crafting and combat. As of February 2017, Minecraft had sold 121 million copies.

Playcraft Live has brought together some of the finest creative talents from theatre and gaming. Leading Minecraft artists and digital producers, **Adam Clarke** (aka The Wizard) and **MakeMatic**, have worked with set and costume designers at the Playhouse, and world-renowned Minecraft build teams **Hypixel** and **Blockworks** to create virtual theatre sets within Minecraft, notably the *Time Riders* HQ underneath Brooklyn Bridge, Times Square and a vast Neolithic landscape.

The play will be split between live performances by actors on stage and puppeteers controlling the actors within Minecraft. Slipping between both stage and game worlds, the story will unfold across different locations and time zones in the story. Audiences within the theatre, and online, will experience the production as a single live-stream, and neither audience needs to own Minecraft in order to view the stream. Select YouTubers will also be able to watch the production from within Minecraft, live during the performance, and to stream this live on their channels. *Playcraft Live* will also be available to view on YouTube after 14 October. All performances, viewings and events are free of charge.

Fiona Morris, CEO and Creative Director of The Space, said, “The Space is delighted to support *Playcraft Live*, as a project that highlights the opportunity provided by such a hugely successful worldwide online platform like Minecraft to engage younger audiences with the creative challenge and excitement of producing live theatre.”

PLAYCRAFT LIVE AUDIENCE INFORMATION

All *Playcraft Live* events are free of charge.

Latest news, information and tickets: www.playcraft.live

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 facebook.com/playcraftlive  [YouTube Youtube.com/c/playcraftlive](https://Youtube.com/c/playcraftlive)

Venue: The Playhouse Theatre and Arts Centre, 5-7 Artillery St, Derry/Londonderry BT48 6RG

Production credits: *Playcraft Live* is an original production by The Playhouse, Derry/Londonderry, digital producer, Adam Clarke, and a team of creatives from the world of Minecraft and beyond. It is supported

by digital commissioning organisation The Space, and features a specially commissioned script by Alex Scarrow.

Theatre production and direction: Kieran Griffiths (Creative Director, The Playhouse)

Minecraft production & direction: Adam Clarke (thecommonpeople.tv)

Minecraft sets created by: Hypixel, Blockworks and Dragnoz

Video content and broadcast production: Makematic

Produced by Tony Guilan

Disclaimer Playcraft Live is not an official Minecraft product nor is it approved or associated with Mojang. All reasonable efforts have been made to ensure that any Intellectual Property belonging to third parties is credited appropriately. -ends-

For further information and images, please contact Michael Barrett on 020 8295 2424, 07813-558772, mb@thepressoffice.uk.com or follow @mbpressoffice

Notes to Editors: 1. The Playhouse is one of Ireland's leading Award Winning multi-disciplinary Community Art Resource Centres, based on a neutral site with the centre of Derry. Comprising a theatre, dance studio, a gallery and an extensive Education and Outreach Dept, it is also home to several cultural and arts based groups and tenants. The Playhouse is one of only a handful of venues commissioning, producing and touring theatre in the island of Ireland and is vital to the provision of the arts in the North West.

2. **Alex Scarrow** used to be a guitarist in no less than seven unsuccessful bands. He eventually drifted into the computer games business ending-up as a senior games designer working on triple A titles such as *Evolve*, *The Thing*, *Ultimate Soccer Manager*, *Legion Arena* and *Spartan*. After ten years in the games business, Alex became disillusioned and left to write a number of screenplays and books. Success came with his first novel *A Thousand Suns*, published in 2006. Since then Alex has written and published four more thrillers, one of which - *Last Light* - is due to become a television series, and the internationally successful and award winning teen series of novels *TimeRiders*. The series of nine books are sold in 22 countries and have so far sold over half a million copies. Alex lives in a remote house in rural Norfolk with his partner, Debbie, two idiot spaniels called Watson and Oswald, and a psychotic terrier called Max. The story in Scarrow's new play for Playcraft Live falls between books one and two of his celebrated *TimeRiders* series.

3. **Adam Clarke:** leading Minecraft artist and digital producer, responsible for some of most innovative, high-profile Minecraft projects in the world. He also stars as Wizard Keen, in Stampy's 'Wonder Quest'. Twitter: @thecommonpeople

4. **Hypixel:** one of the largest and highest quality Minecraft Server Networks in the world with a team that produces some of the most played Minecraft mini-games. Twitter: @HypixelNetwork

5. **BlockWorks:** world-renowned Minecraft build team of 40+ builders, animators and artists from around the globe. Twitter: @BlockWorksYT

6. **Dragnoz:** one of the leading Minecraft map-makers in the world, as well as being a filmmaker, set-and graphic designer. Twitter: @dragnoz

7. **MakeMatic** collaborates with leading institutions from around the world to create video-based digital technology masterclasses for teacher professional learning - covering everything from 3D printing to filmmaking.

8. **The Space** is a commissioning and development organisation funded by the BBC and Arts Council England. It is committed to supporting and facilitating the UK arts sector to realise its digital ambitions, commissioning arts projects and providing a production and distribution pipeline to ensure that these projects reach a wide and diverse range of audiences.

10. **Minecraft** is a sandbox video game created and designed by Swedish game designer Markus "Notch" Persson, and later fully developed and published by Mojang. The creative and building aspects of Minecraft enable players to build constructions out of textured cubes in a 3D procedurally generated world. Other activities in the game include exploration, resource gathering, crafting, and combat. Multiple gameplay modes are available, including a survival mode where the player must acquire resources to build the world and maintain health, a creative mode where players have unlimited resources to build with and the ability to fly, an adventure mode where players can play custom maps created by other players, and a spectator mode where players can fly around and clip through blocks, but cannot place or destroy any. The PC version of the game is noted for its modding scene, where a dedicated community creates new gameplay mechanics, items, and assets for the game. As of February 2017, over 121 million copies have been sold across all platforms, making it the second best-selling video game of all time, only behind the various releases of Tetris. In September 2014, Microsoft became owner of Mojang and the Minecraft intellectual property.



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