

Retrospekt

By Nina Runa Essendrop

Larp design inspired by
the intuitive, sensual, bodily or poetic way in
which art explores how we create, perceive
and experience reality.

- Early works
- Black Box
- Freeform
- Artist collaborations
- Audience inclusive larps

The Blood Red Planet

With Bjarke Christensen and Jacob Becker



The Prisoner of Falkenberg



The Testament of Uncle Ebenezer

With Jacob Becker



In the claws of Cerberus

With Jacob Becker



The (re)union

With Simon Steen Hansen



Minilive

With

Ida Tjell, Tobias Bindset, Jakob Givskud, Monica Hjort Traxl, Peter Fallesen and Kristoffer Thurøe



Tribe larp



Experiencing through the body

- We experience the world through movement and senses.
- Our basic understandings occurs through the body before we get language.
- We are so good at using our bodies, that we take it for granted and forget to notice our movements and senses.
- We get a lot of subconscious impressions all the time.

White Death

With Simon Steen Hansen



Humans transform into Transparent Ones



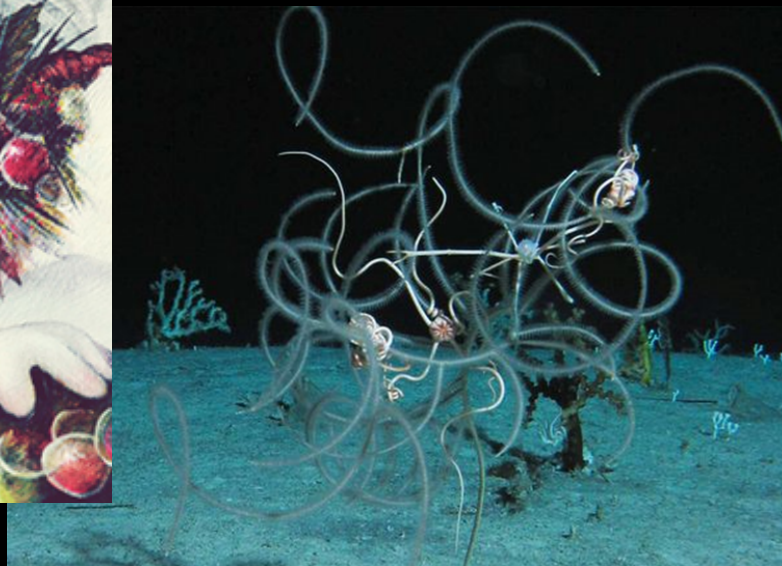
- Characters created from movement qualities and movement restrictions.
- Players get a physical sense of relief when transformed from humans into transparent ones.



Beginning



Blind creatures explores and experiences



- Players get heightened senses when blindfolded.
- The larp has a low pace in order to give players time to pay attention.



Strangers



Blue and Green people experiencing cultural differences



- Players get a physical experience of cultural identity.



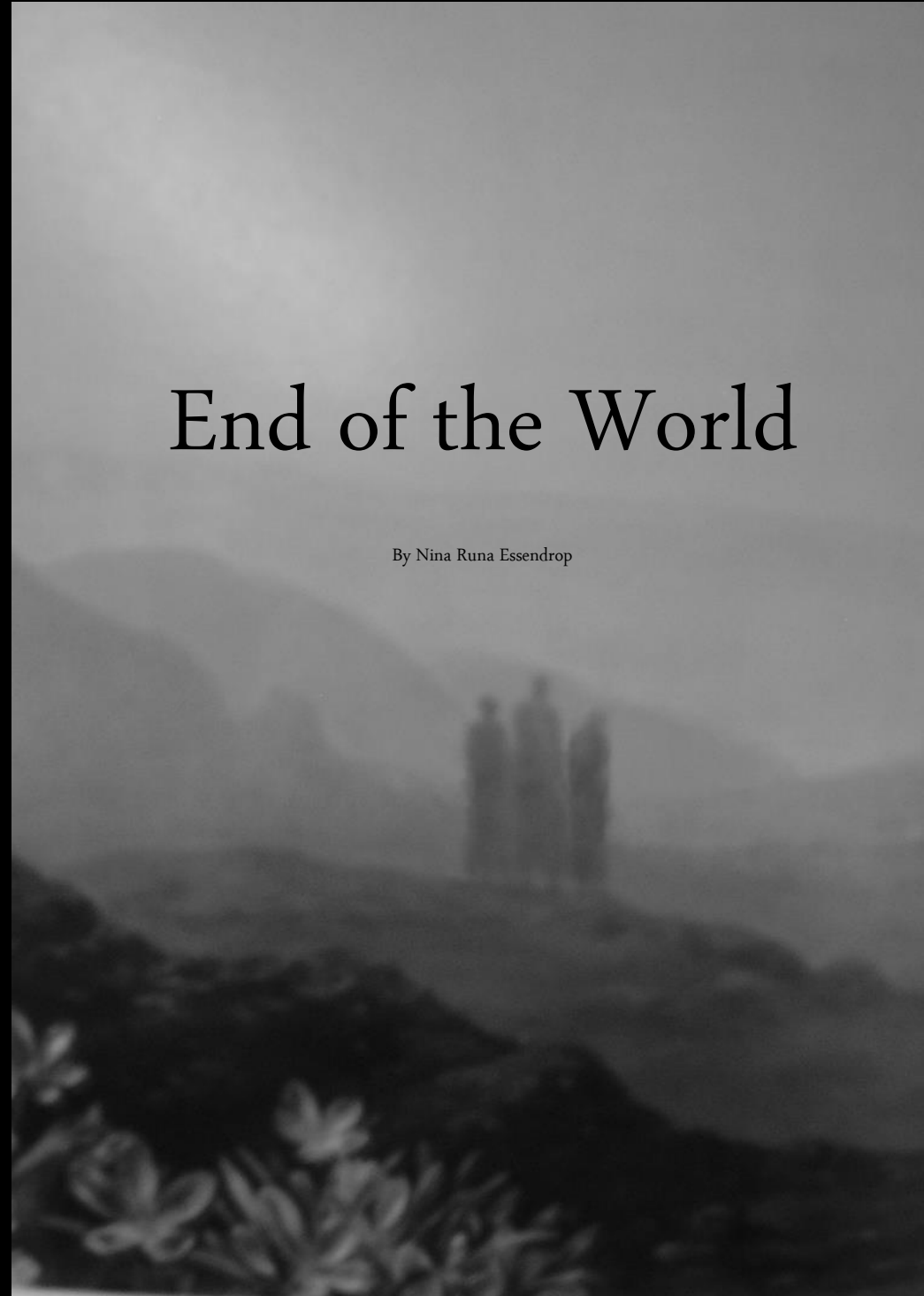
Innocence



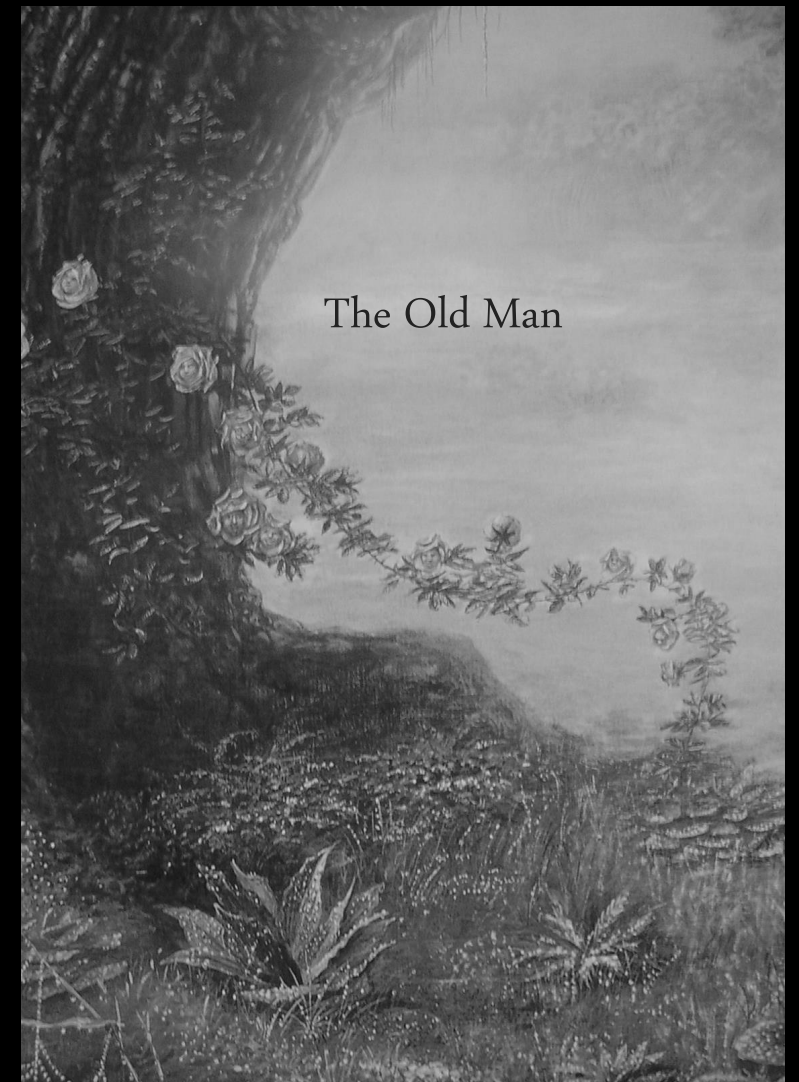
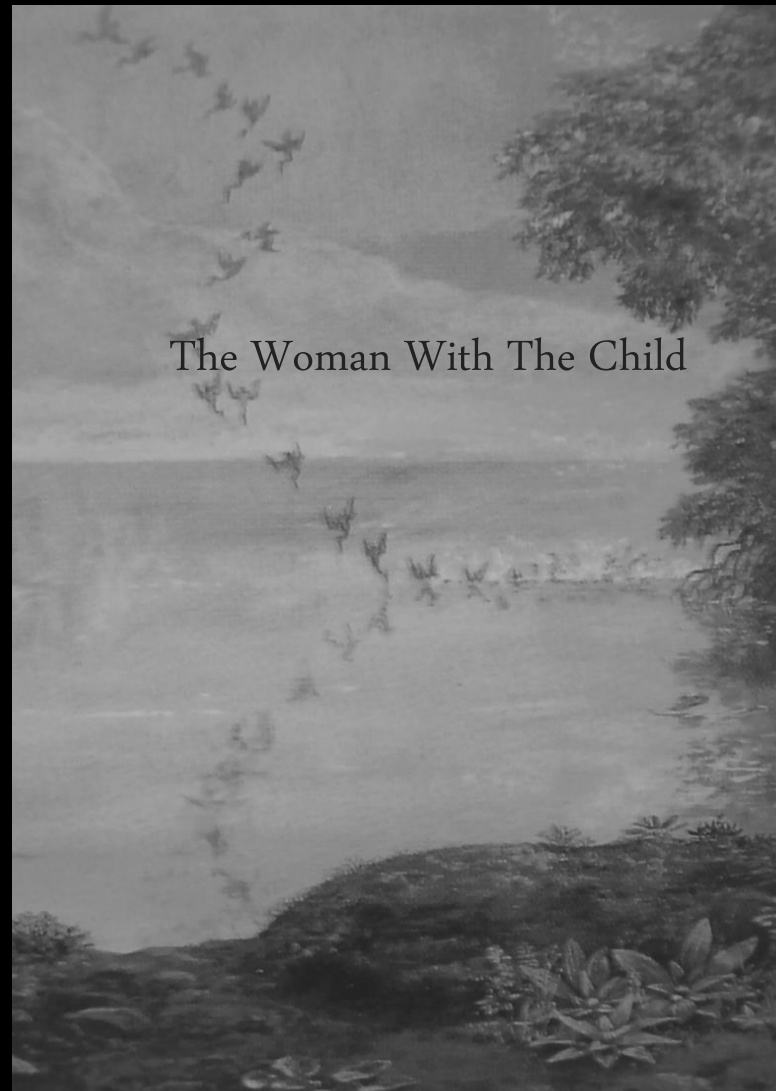
Playing with language

- Words and language form our conscious interpretation of the world.
- Choice of words is connected to identity
- Different contexts/subcultures uses language differently. Understanding a way of talking can bring understanding to ways of thinking.
- Poetic language highlights the intuitive parts of verbal communication.

End of the World



Three lonely people at the end of the world



- The way players verbally interact with the game shifts.
- Players describe in third person. Character "titles" changes depending on character development.



Alice

[illegible]

Dream and Reality fight over Alice

Scene 1: Confusion

Long, heavy, thick, tight clouds of smoke. Eyes piercing the fog with the question: "Who are you?"

The Caterpillar is sitting on a mushroom smoking a hookah. It is arrogant and clever.

Dream and Reality has both possessed the Caterpillar. In Reality's world, the Caterpillar is a police officer that Reality is using to find out what Alice remembers. Dream wants to prevent this.

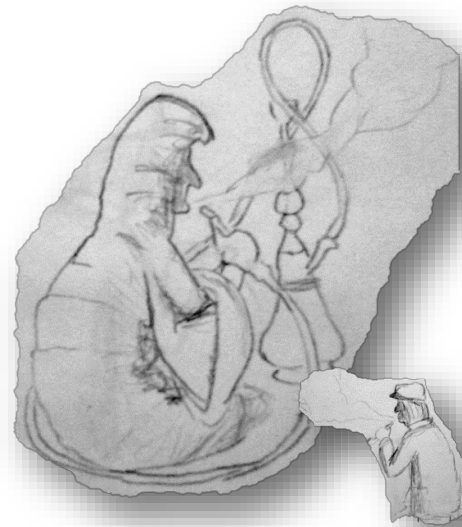
Dream's goal

To use the Caterpillars questions to make Alice doubt all she knows or remembers.

Generally in part 1

As Dream you must in each scene describe

- The situation that Alice is entering.
- Who Dream and Reality has possessed.
- What happens during the scene.
- Describe in Dream's language.



Dream's goal

To drive Alice mad and to kill her body in Reality's world.

Reality will in each scene

- In short glimpses describe things, persons, surroundings and actions seen from Reality's point of view.
- Cut the scene.

Scene 1: Interrogation

Smoke from a pipe. Old uniform. Blood on a shirt. Naked room. Desk.

Alice's body is being interrogated by the police officer. She has been found on the street, alone and confused. Nobody knows who she is and where she came from. She has blood on her shirt.

Both Reality and Dream has possessed the police officer, but here in the world of Dream, the police officer is a Caterpillar on a mushroom. Reality want to find out how much Alice remembers and get her to concentrate regardless of Dreams confusing questions.

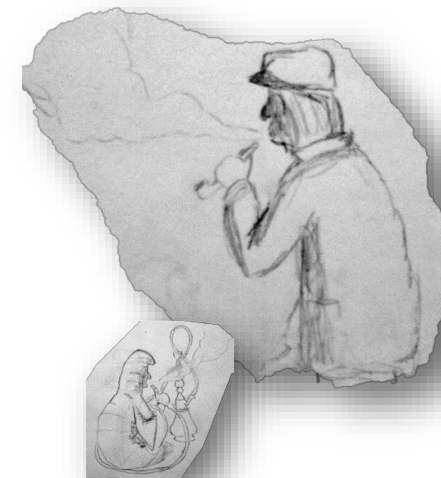
Reality's goal

To use the police officer to find out how much Alice remembers.

Generally about part 1

As Reality you must in each scene

- In short glimpses describe things, persons, surroundings and actions as they appear from Reality's point of view.
- Generally play along with Dream's descriptions.
- Cut the scenes.



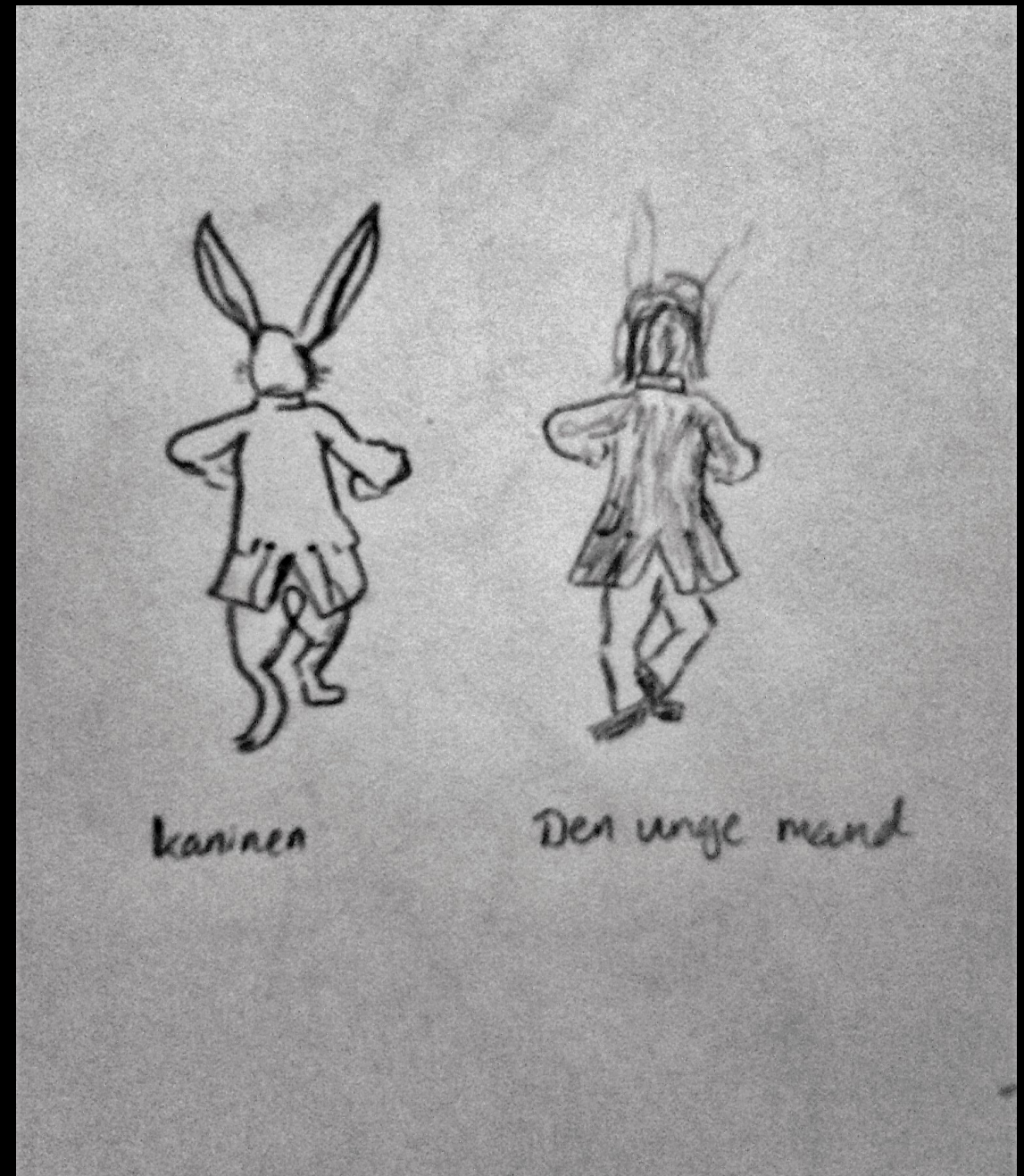
Reality's goal

To make sure, that Alice behaves in a sensible way and that she will have a body to return to.

Dream will in each scene

- Describe the initial situation.
- Describe who Dream and Reality is possessing in the scene.
- Describe what happens during the scene.

- Scenes are set/described in character - the description becomes a tool of power.
- Characters are based on specific ways of talking.



Under the Rainbow



Intermezzo

Inspiration from art

- Art works intuitively.
- It influences and communicates through the body and it plays with the use of language.
- It makes room for the audience to intuitively connect abstract elements to create their own meaningful interpretations.



Nude Descending a Staircase



Before we wake

With

Jesper Heebøll Arbjørn, Sanne Harder, Peter Schønnemann
Andreasen, Kirstine Hedda Fich, Mathias Kromann Rode and Kristoffer
Thurøe



Dream test one



The Other Life Project

With Peter Munthe-Kaas



Inside Myself/Outside Myself

With

Marie Holm-Andersen, Matilda Björkne, Carla Burns, Nilas Dumstrei,
Mark Durkan, Peter Munthe-Kaas, Gustav Nilsson and Gabriel Widing



Real/Unreal

With

Nilas Dumstrei, Mark Durkan, Adam Saville James, Hamish MacPherson, Peter Munthe-Kaas, Gustav Nilsson, Nina Lund Westerdahl



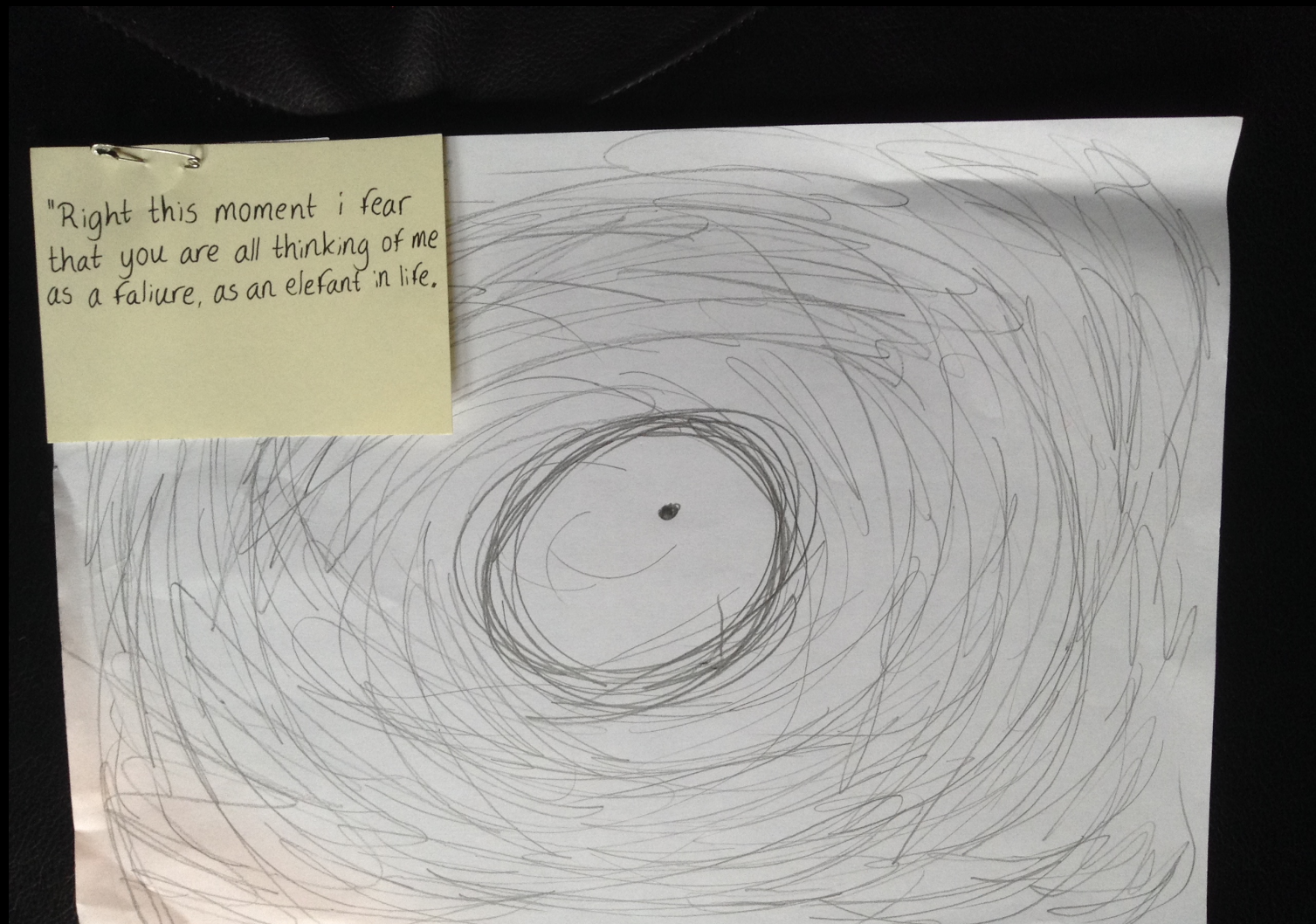
Checkaboard Crew

With Adam Saville James



Fears and Borders

With Kamilla Askholm Jørgensen



"Right this moment i fear
that you are all thinking of me
as a faliure, as an elefant in life.

The Zeigarnic Effect

By Brody Condon



The Eighth Palace

With César Alvarez



Audience Participation

- Big potential, difficult to design.
- The realness of larp makes it watchable.
- Audience can interact with the larp because larp is improvised.
- When designing for audience in larp you are simultaneously designing for two different experiences.
- The presence/participation of the audience should be meaningful to the fiction and theme of the larp, as well as leave room for the audience to opt. out.
- Audience must know what to look for and how to interact.

Culture Night larp



Palaver

With Ida Tjell and Marie Holm-Andersen



Fragile Lives

Or

The Fragile Lives of Souls Gone Missing



Lost Souls alone in made up worlds



- Clear instructions for audience interaction.
- Audience participation did not fit the core themes.



Human Experience



Ancient consciousness inhabits human bodies to learn how humans experience.



- Audiences are invited to participate by the players.
- Audience participation fits with the core theme.

