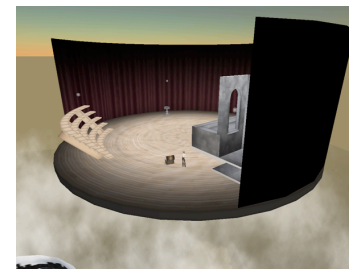


FOUL WHISPERINGS, STRANGE MATTERS

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Shakespeare's Macbeth in Second Life

FOUL WHISPERINGS, STRANGE MATTERS brings Shakespeare's world renowned and extraordinarily influential play Macbeth into a virtual worlds environment. This is an appropriate, timely use of pop culture as an adaptive bridge between classic texts and new media technology. The poetic use of metaphor, image and symbol that permeate Shakespeare's language can be brought to 3D life using the online world as a discursive design space where visitors experience the motivations and emotional journey of character, and explore and make personal sense of the universal themes of Shakespeare. In *Foul Whisperings, Strange Matters* a prelude at the arrival grove sets the tone for the visitors' exploration of seven scenes depicting Macbeth's journey. Visitors engage with the participatory potential of Second Life to remake, co-create and mash-up Shakespeare. *Foul Whisperings, Strange Matters'* inworld roleplay studios enable visitors to take part in group play and workshops that are exploratory, spontaneous and performative. A virtual world is a flexible, living, real time environment where things can change, appear and disappear and visitors can interact with real agency. *Foul Whisperings* is a fabulous cutting edge example of the potential of online media to breath life into old texts, taking classic narratives to new realms of possibility with diverse, unexpected and educational outcomes - off the page onto the virtual stage!

A collaboration by Angela Thomas, Kate Richards & Kerreen Ely Harper.

RELEASE DATE: 12 OCT 2008

SLURL: <http://slurl.com/secondlife/Macbeth/43/50/54/>

WIKI: <http://virtualmacbeth.wikispaces.com/>

Foul Whisperings, Strange Matters is

- created in Second Life 2008
- for young and old audiences
- rigorous enough to appeal to thespians and Shakespeare buffs
- freeform and guided exploration
- participatory activities such as directed role play, machinima production, user generated content
- suitable for tertiary education markets
- an excellent companion piece for cross-platform projects
- accompanied by an educationally orientated wiki



A collaboration by Angela Thomas, Kate Richards and Kerreen Ely-Harper, from an original idea by Kerreen Ely-Harper.

Producer:

Kate Richards (Nini Dubrovna)

Director:

Kerreen Ely-Harper (Dorothy Porta)

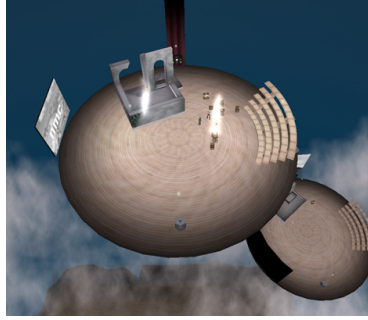
Virtual World Content Designer:

Angela Thomas (Anyaxchel)

SL Design Consultant:

Adam Nash (Adam Ramona)

This project has been assisted by the Australian Government through the Australia Council, its arts funding and advisory body.



This project has been funded and built by the New media Consortium

NMC Team:

Larry Johnson (Larry Pixel)

Alan Levine (CDB Barkley)

Rachel Smith (Ninmah Ash)

NMC Second Life Building Team:

Chris Holden (CJ Carnot)

Beth Satchjen (Stella Costello)



Voiceover Actors:

Maggie Blinco

Boris Brkic

Christopher Morris

Ophelia Of The Spirits

Alice Parkinson

Evelyn Parsonage

Recorded at Megaphone Studios

Engineer: Shane Fahey

Additional thanks to:

Larry Johnson

Therese Fingelton

Gary Hayes

Jeff Wegener

Ian Waddely

Nick Noakes

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