

# GET YOUR GAME FACE ON GET READY FOR SOME EXPERIMENTAL FUN



@mcrcifest #msf18 #SciComm

[www.manchestersciencefestival.com](http://www.manchestersciencefestival.com)

# GAME LAB

PART OF MANCHESTER SCIENCE FESTIVAL

**Saturday 20 and Sunday 21 October 11am – 5pm**

University of Salford, MediaCityUK campus

## GROUND FLOOR

### MicrobiHome

Look who's come to dinner, they're in the bathroom, and the kitchen too .... Some house guests just don't know when to leave, and thankfully, the microorganisms that live in your body are no exception. Explore the eclectic microbial world within you at this immersive experience that brings the sights and sounds of your microbes to life in a mixed media art-science installation. Pick up your passport and shrink down to climb inside the gut where you can reach out and touch some of the important microbes that keep us healthy. Find out how we study microbial communities by listening to their DNA signatures, create your own "bioselfie" and take a virtual tour around a real bacterial experiment.

Join the University of Salford staff and students to discover more about your microbiome, including having your own bacteria analysed.

**Drop in and see us in the Digital Performance Lab**

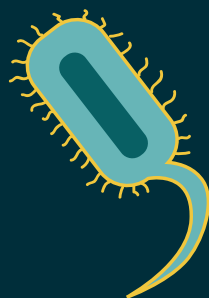
**Age range: Fun for all ages**

### Science in the House

How can science and music be brought together? Join physicist Dr Rob Appleby and artist James Russell to discover how 'Science in the House' was created as a performance inspired by the movement of particles around the Large Hadron Collider in Geneva.

**Drop in and see us in the Egg Suite**

**Age range: Fun for all ages**



## MAIN FOYER

### VR Den

Try out this extraordinary full-body harness virtual reality experience and try three different games: Esoteric Buddhism **(12+)**, Metal Assault **(16+)**, or Lop Nor Zombie **(18+)**

### The VR Gym

Meet our sport scientists and discover how gaming is getting us moving, in partnership with SmartLife.

**Age range: 12+**

### ThinkLab

Join the University of Salford's ThinkLab team and see how virtual reality is helping to solve some of our biggest engineering challenges.

**Age range: 5+**

### Bee VR

Immerse yourself in a timeless virtual world, while wandering around on a 360-degree treadmill.

**Age range: 12+**

### R Learning Live

Does Augmented Reality change how we think? Find out at GameLab's live focus test -featuring you! Produced by EON Reality.

**Age range: 5+**

### Walk Through Dementia

Explore the challenges faced by people with dementia with the Alzheimer's Research UK immersive virtual reality experience, 'A Walk Through Dementia' and help dementia research by playing the fun 'Sea Hero Quest' virtual reality game, which anonymously collects data to help increase scientists' understanding of navigational cognition. Learn more about the research, outreach and support services at the Salford Institute for Dementia.

**DROP IN AND SEE THE FOLLOWING ACTIVITIES IN THE MICROBIHOME CORRIDOR**

### Code a Drone workshop

Drones are among the most exciting technology of our time. Join the Morson's Makerspace team at Salford University to discover how drones are created and have a go at flying one!

**Times: 11:30-12:45; 13:15-14:30; 15:00-16:15**

**Age range: 5+**

### Chernobyl: A VR Film Experience

Visit the exclusion zone and learn more about Chernobyl through this VR experience, developed by researchers at The University of Salford.

**Age Range 5+**

### Game Doctor

Game Dr is an award-winning company that aims to communicate the world of science and microbiology through engaging mobile games. Visit the Game Dr Lab and test a range of exciting games including Bacteria Combat, Fungal Invaders and Germ Generator.

**Age range: 5+**





# FIRST FLOOR LIBRARY

## Community Science Showcase

Brilliant things can happen when science meets the power of community. Makers, scientists and community groups are working together to solve problems, create tools and use data to make discoveries about where they live. From growing food, to monitoring air quality and the weather, you can use science to make your neighbourhood a better place to live. Come along and get inspired to dream up your own project and start exploring the world around you.

**Age range: 12+**

## Community Science Showcase Archive

Stories, maps, walks and methods from the showcase will be shared via FigShare, an online archive to share approaches beyond the life of the festival.

**Age range: 12+**

## Carbon Landscape

Join City of Trees and The Lancashire Wildlife Trust to explore the heritage of local landscapes. Find opportunities for visiting sites near where you live. With plenty of opportunities for getting involved in conservation, volunteering and learning about the ecology of sites – come and find out more!

**Age range: 12+**

## The Air That I Breathe

Explore what influences air quality through short walks, placards, demos and apps to monitor air pollutants on short walks around Media City.

**Age range: 12+**

## Farm Urban

Drop by to discover what urban farming is, what you can do in your community and why it matters.

**Age range: 12+**



## Undiscovered Salford

Check out the guide to undiscovered Salford by award-winning tour guide, place writer, and researcher Hayley Flynn of Skyliner - The Manchester You've Never Seen [www.theskyliner.org](http://www.theskyliner.org) and add your own Salford story, wildlife sighting or a place you love to the map of undiscovered MediaCityUK and Salford.

**Age range: 12+**

## HS Millions Hiding

Hear from patient awareness campaigners, HS Action Together, who are getting the word out about a little known disease, Hidradenitis Suppurativa (HS), that Karl Marx is thought to have had.

**Age range: 18+**

## Bassajamba

Bassajamba focus on the urban interplay of science, technology and inclusion. Find out about their latest project celebrating recovery, resilience and happiness.

**Age range: 12+**

## BLAST

BLAST is a new genre of science festival where science and technology is explored through Black arts and cultural spaces. Check in to find out about their latest initiatives.

**Age range: 12+**

## Salford Psychology Believe it or Not

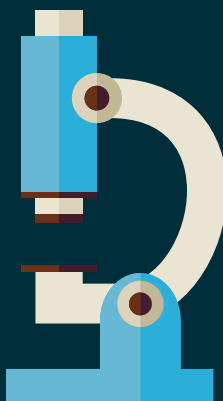
Explore the realm of fact versus fiction in our computer-based test of your scientific detective skills – do you know what to believe, or not?

**Age range: 12+**

## KidScan

Find out how children's cancer charity, Kidscan, Salford students and The Morson Maker Space are collaborating to design and make educational tools to communicate cancer therapies to children and their families.

**Age range: 12+**



## SECOND FLOOR

### Retro Computers

Step back in gaming history and play some of the oldest, most iconic games.

**Age range: 5+**

### Retro Gaming 101

How to get the best quality image out of your old consoles and bring the retro gaming experience into the 21st century. **2pm**

**Age range: 7+**

### Computer and Video Games Showcase

University of Salford gaming students present some of their latest designs for you to try.

**Age range: 5+**

### Knit Hazuki

Exploring the crossovers between the development of skill through repetitive game play and the habitual making practices of traditional craft, Knit Hazuki is a two-player game controlled by a hand-powered knitting machine and arcade buttons. As well as testing player one's reaction speed through button pressing, the game will test player two's ability to remain focused and keep rhythm whilst knitting game motifs.

**Age range: 5+**



### Makerspace

Come and have some Making Fun! Be introduced to VR and 3D printing.

**Age range: 5+**

### Micro:bit Workshop

Do you like playing computer games? How would you like to make your own computer game? This short workshop will guide you through using simple block based coding to make your own multi-player computer game using the BBC Micro:bit as a game controller. This workshop is suitable for ages 7+ and requires no previous coding experience. Screen reader support enabled.

**Times: 12:00-12:45, 13:30-14:15, 15:30-16:15**

**Age range: 7+**

### Watch Live: Salford vs Manchester Esports Varsity

Watch the action live from our streaming room! With live in-game commentary and analysis, get up close and personal with the tournament.

**Age Range 18+**

### Salford Student Science Team

"The true sign of intelligence is not knowledge but imagination" - Albert Einstein

Come and join the University of Salford Student Science Team for some fun hands-on experiments!

**Age range: 5+**



## THIRD FLOOR

### Using VR nature environments to support Cognitive Restoration

Engaging with nature improves physical and psychological wellbeing but not everyone has access to nature. Does virtual reality have the answer? In this demonstration, users will have the chance to immerse themselves in a virtual audio-visual environment of urban and nature settings and even take part in an experiment.

**Age range: 12+**

### Deadwave

Play around in this mobile VR zombie wave shooter. Survive the night defending the city gates from the onslaught of zombies!

**Age range: 12+**

### Microbial Poetry Workshop

Join poets and scientists, as they make poetry inspired by the MicrobiHome.

**Age range: 5+**

### Stunt Copter

Fly a virtual helicopter through the checkpoints to achieve the best time. Have you ever wanted to buy a RC helicopter or a drone, but are worried by the costs or risks? This game gives you the fun but with the guarantee you can rest easy if you crash. Fly indoors, under the tables and even between people. Everything is an obstacle!

**Age range: 5+**

### Unbrix by Infinita

The VR Blockbuster ... literally!

**Age range: 5+**



### Virtual Plant Cell / Vortex

Join ReflexArc to experience a VR plant cell game/experience, used to teach plant biology in classrooms.

**Age range: 12+**

### Major Incident Training Platform

Learn about the development of a new Virtual Reality platform which is designed to help Emergency Services train for major incidents.

**Age range: 18+**

### NUEL Free Esports Play Room

In 2024, the Olympic Games could have esports on the programme. Discover what this emerging industry is all about, talk to players, watch a match, and get a sense for how it's changing our entire media world. Join The NUEL (The UK's university esports tournament organiser) and play some of the latest esports gaming titles.

**Age range: 12+**

### TIDBO

Learn about the latest innovations in 3D virtual modelling and how it is making lives easier in the telecoms infrastructure industry.

**Age range: 12+**

### Lego WeDo Robotics with Nick Hawken

Come along and make some Lego robots with Nick Hawken, a family favourite!

**Age Range: 5+**

# FREE WIFI

1. Choose Wifi-Guest
2. Log on with your Sky WiFi account or create a new account
3. Open up a new browser and enter a full URL e.g. **www.salford.ac.uk** to connect to the internet.

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