



## Hive Division presents “Open Maze”: the first Virtual Reality theatrical performance

Hive Division, Ailuros, and inVRsion are proud to present [“Open Maze”](#), an original and engaging experiment in virtual reality: a theatrical performance that uses the immersive quality of new virtual reality devices to revolutionize the role of the spectator, putting him at the center of a true initiation ritual and turning him into one of protagonists.

The concept for “Open Maze” came from the collaboration between [Hive Division](#), an independent Italian video production studio, the [Ailuros](#) theatre company, which focuses on research in the theatre and performing arts, and technological partners at the forefront of the VR sector in Italy, like [inVRsion](#) and [AnotheReality](#). The objective was to stage an immersive and participation-based theatrical experience, with a high technological content, that is 100% made in Italy, and yet can be enjoyed all around the world.

“Open Maze” is a bold experiment that combines the languages of participatory theatre with the sense of presence provided by virtual reality, taking full advantage of its potential. During the performance, it is the spectator to fill the role of the protagonist, thus making it possible for him to intimately, personally, and physically experience the myth of Theseus’ Labyrinth and the Minotaur. In this theatrical representation, the Theseus-spectator is at the mercy of the labyrinth and of the choices that he will make within it.

Presented at the [Filmforum Festival 2017](#) in Gorizia, “Open Maze” was well-received by the audience that “experienced” it, and is now ready to be taken around to various contexts related to theatre, VR, and experimental arts (festivals, competitions, events).

Ever passionate about new technology and active in the redefinition of the same, Hive Division made use of the PanoptikonVR technology, developed together with inVRsion, and oversaw the executive production of the project in order to stage Ailuros’ performance and allow spectators to play with a new artistic medium.

For information and requests, please visit [www.openmaze.net](http://www.openmaze.net).

IN COLLABORATION WITH:



AnotheReality



inVRsion