



Call for Applications

VR and 360°-video Journalism Workshop

Goethe-Institut Nigeria is organizing a VR-storytelling workshop for practicing and aspiring journalists.

10 to 12 participants will be selected for the 3-day **VR/360°-video Journalism Workshop**, which will take place **in Lagos** from **May 13 to 15, 2019**.

Language

The working language of the workshop is English.

Target Group

The workshop is open to practicing and aspiring journalists working in print or electronic media. Interested persons with at least two (2) years' relevant experience covering politics and similar news items are encouraged to apply. Participants are expected to be open to this new medium, be willing to experiment and be ready to work with others in groups. Applicants must not be younger than 20 years old.

Training Objectives

The VR and 360°-video Journalism Workshop is taking place in the framework of the touring *Games and Politics* exhibition, which will be on display in Lagos between April 23 and May 15, 2019. The exhibition and workshop are particularly topical given the general elections taking place in Nigeria this year.

There is a lot of excitement around 360°/VR. Journalists are enthusiastic about VR because this new medium can enhance the way stories are being told. Big tech companies have also invested in VR. During this hands-on workshop, participants will embrace new technologies, experiment with new devices and discuss immersive storytelling techniques. At the end of this workshop, they will have gained insights into the current VR market, discuss best practices from news organizations, learn more about storytelling techniques and you will have published your own first 360° story on the Vragments platform Fader.

Workshop Facilitators

The workshop will be facilitated by **Dr. phil. Linda Rath-Wiggins** and **Tino Breddin**, both of Vragments, an award-winning Berlin-based company focusing on VR projects in journalism. Over the past four years, Vragments has produced numerous immersive VR projects in collaboration with public broadcasters and international journalists.

Vragments is building Fader (getfader.com), a web-based product for storytellers to create and share VR stories easily and fast. By uploading 360°

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content, combined with layers of further information as well as interactive hotspots and a web-based player, Fader has a very low entry-barrier for anyone who wants to experiment with VR. This allows the much-needed experimentation of virtual reality and 360°.

Application Requirements

Interested applicants should submit the following application documents:

- Letter of motivation (max. 1 page)
- 2 - 3 samples of your work published in print or electronic media.
- 1-2 page CV

Incomplete application documents will not be reviewed.

*Lunch will be provided. Selected participants will however have to cover individual transport and accommodation costs. Per diems will **not** be provided.*

Deadline for Submissions

The deadline for submitting applications is: **Monday, April 8, 2019.**

Applications must be submitted to programme@lagos.goethe.org

Please indicate **“VR/360°-video Journalism Workshop”** in the subject line of the e-mail.

For further enquiries, contact: programme@lagos.goethe.org

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