



Open Call: *unreal state* by Marcos Krivocapich

La Strada Graz – Workshops & Tryout | Artistic development

What if the city around you suddenly became a digital game board?

What if an algorithm guided every step you take – claiming to know what you want, before you do?

Unreal state is an immersive, satirical urban game that uses the city as its game board: participants navigate public space under the guidance of the “King CEO”, a fictional and virtual algorithmic authority.

Developed by Argentinian Emerging Artist **Marcos Krivocapich** within the ***IN SITU European platform for artistic creation in public space***, the project explores how algorithms, digital interfaces, and invisible systems influence the way we move, decide, and interact in contemporary cities. By repurposing tools commonly used for tourism and urban management into instruments for critical reflection, *unreal state* transforms city life into a game – questioning our role within it.

As part of a research residency with **La Strada Graz**, **Marcos Krivocapich** invites participants to test the immersive game in a series of experimental **workshops** and a **Tryout** in Graz.

Together with Marcos Krivocapich and his team, you will:

- explore the narrative universe of *unreal state*
- test early prototypes of interactive systems and digital prompts
- take part in short city explorations and role-playing exercises
- reflect on how technology shapes perception, behaviour, and urban life
- share feedback that will help shape the final experience, premiering at the festival *Fira Tárrega* in Spain

We are looking for curious participants interested in fields such as:

- game design, digital culture & media theory
- performing arts
- urban studies

A smartphone, curiosity and a willingness to experiment are all you need to participate. No specific background is required – but experience in any of these fields is very welcome and can contribute to the game development.



Workshop Sessions in Graz:

- Monday, 25 May 2026 – 18:00–20:00: Framing the system
- Tuesday, 26 May 2026 – 18:00–20:00: System Tests
- Wednesday, 27 May 2026 – 18:00–20:00: Expanded Play
- Thursday, 28 May 2026 – 18:00–20:00: Play & Rewriting the script

Tryout of the Game Prototype & gathering at the festival *Uni Vibes* Graz:

- Friday, 29 May 2026 17:00–20:00

You can join **one or several sessions** during the week or take part only in the tryout. The exact workshop location in Graz city centre will be shared after registration. All workshops and the tryout will be conducted in English.

By participating, you will have the opportunity to:

- contribute to the development of an international artistic project within the *IN SITU* network
- collaborate directly with artists working at the intersection of theatre, digital culture, gaming, and urban storytelling
- explore experimental performance formats in public space
- exchange ideas with colleagues from different disciplines

How to participate:

If you are interested in joining the workshops and/or the tryout, please register here:

>> [Take part in *unreal state*](#) <<

For further information on the project please contact m.seebacher@lastrada.at.

About Marcos Krivocapich (he/him)

Marcos Krivocapich is an author, puppeteer, and theatre artist from Buenos Aires. His work explores political satire, collective intelligence in art, and the impact of digital technologies on society.

His projects combine theatre, games, and participatory storytelling to examine how contemporary systems of communication, power, and infrastructure shape our everyday lives.

