PROJECTS

THE LOTO-QUEBEC INDIE GAME ZONE

INTERACTIVE TOWER

Loto-Quebec

Montreal, Quebec, Canada, 2018

A hub for digital creativity, Montreal is world-renowned for its talented video game designers. In a desire to foster local creators, Comiccon's Indie Loto-Quebec Game Zone has been, for two years now the annual meeting place for independent gaming enthusiasts. The creations of more than thirty Quebec studios are put forward: a golden opportunity to make discoveries and meet the designers on site. For the 2018 edition, Loto-Quebec has used XYZ Cultural Technology to create a custom-made gaming tower that gives Comiccon participants a unique experience and, as a result, to showcase the local industry.

Description

XYZ experts drew the sketches for the tower, supervised the construction and assembled its components to create an original piece. They then, integrated the required audiovisual elements inside the structure. The custom interactive installation includes four game screens and four replay monitors, as well as a powerful audio system. The meeting space is designed so that four players can play simultaneously. The user-friendly, laid-back area offers a relaxation area for visitors to the show to enjoy live performances. The tower is equipped with an audiovisual management system that allows adjustment of the audio and to control on which screen the images will be displayed. Created for the main floor of Comiccon, the Loto-Quebec Indie Game Zone can be used for a multitude of events of the same ilk, given the modular aspect of the structure and its audiovisual components.

Thanks to the original silhouette designed by XYZ, the Loto-Quebec station stands out from other kiosks and positions the Indie Game Zone as a must-see for video game enthusiasts at Comiccon.

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Installation

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Loto-Québec

Design

XYZ Cultural Technolgy and Roptech