



# NEVERMORE

**New interactive art installation lets you strap into the wings of Edgar Allan Poe's *The Raven* to navigate in a virtual 19th century world**

Many games and other interactive productions promise immersion into new worlds, then they have you sit down in front of an interface designed for office applications. Nevermore offers an experience that extends beyond the screen, a ritual that begins when you first lay

eyes on the handcrafted wings that you use to navigate inside the virtual 3D-world. Like cinema does to film, Nevermore works with every expressive aspect of the experience to give you a genuine feel for the world and the tragic love story that you discover inside.



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MSc student of computer science at KTH Royal Institute of Technology. Previously worked as a programmer in the telecom industry and created Nevermore during nine weeks of a one-year specialization course in interactive media at Dramatiska Institutet.

**For more information about Nevermore and other projects, visit: <http://www.saar.se>**

