



## The Other side of the ROCKET

Collaborativ memorial virtual space  
and documentary stories

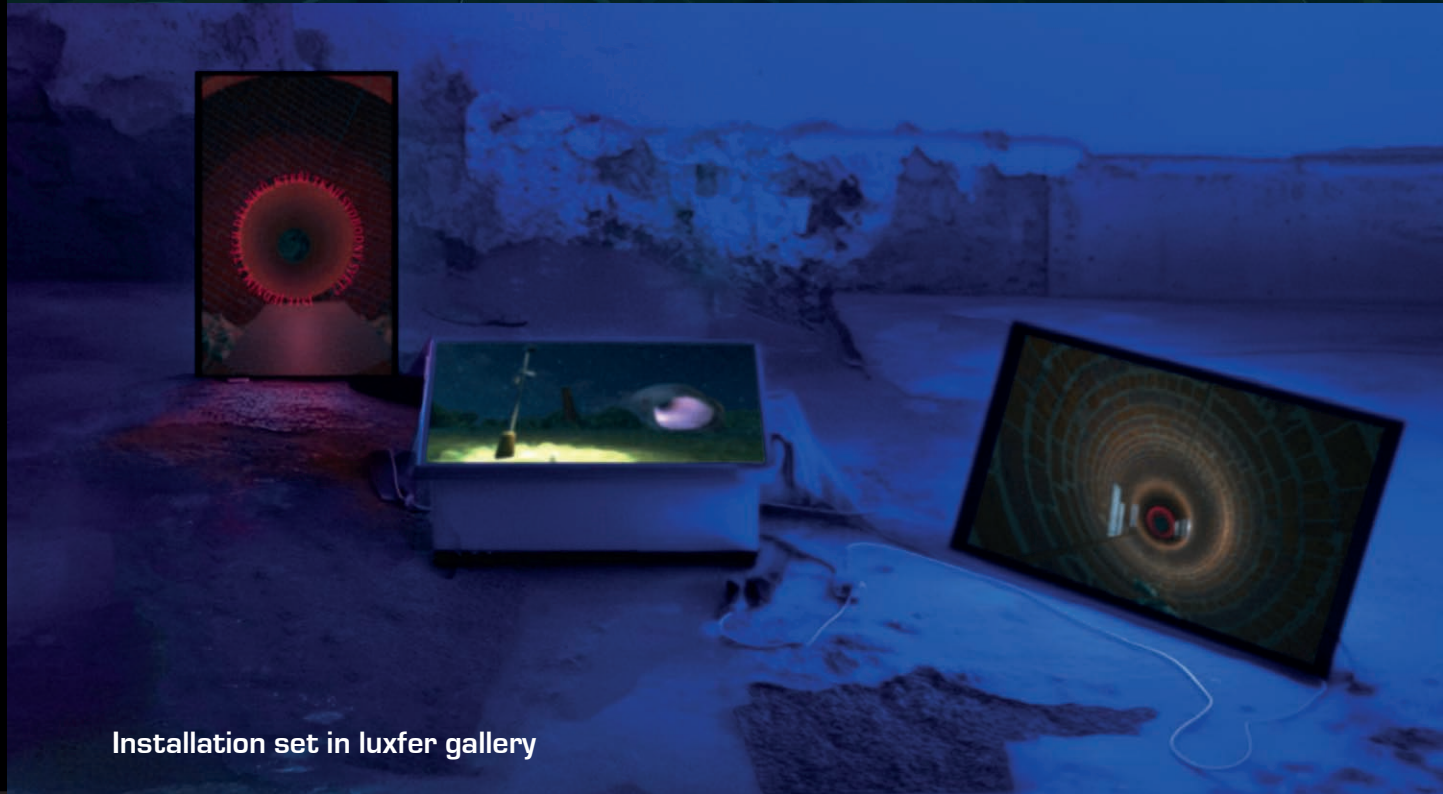
T.O.S.P is a memorial virtual space composed of fragments of territories and stories drawn from the small town of Ceska-Skalice in the Czech Republic.

Developed during a 14-day residency with Luxfer Gallery, this digital landscape navigates between documentary reconstruction and oneiric deformation.

The project explores the potential of video games as a medium for collective memory, questioning how a territory can be reconstituted, reinterpreted and transmitted through immersive experience. Between testimony and fiction, T.O.S.P reveals the plasticity of our relationships to places and questions contemporary modalities of archive and memory.



Image from the game



Installation set in luxfer gallery

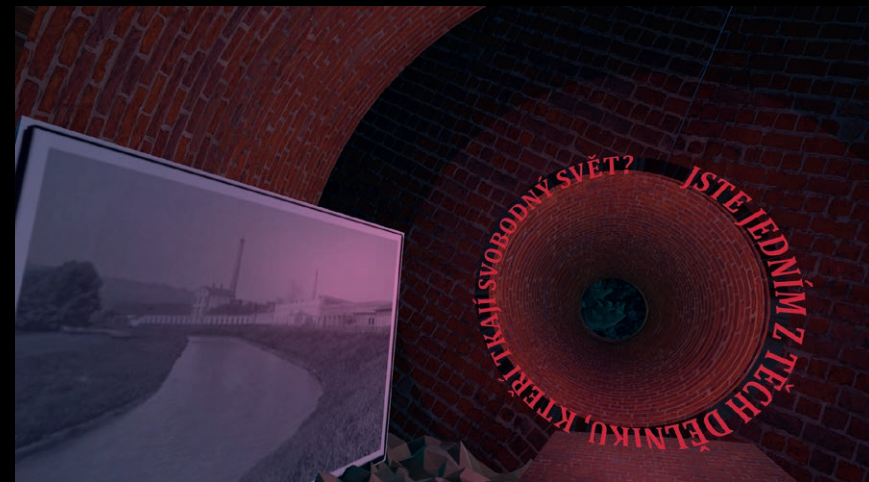


By exploring this space, the player discovers fragments of memory and history that activate as they pass through.

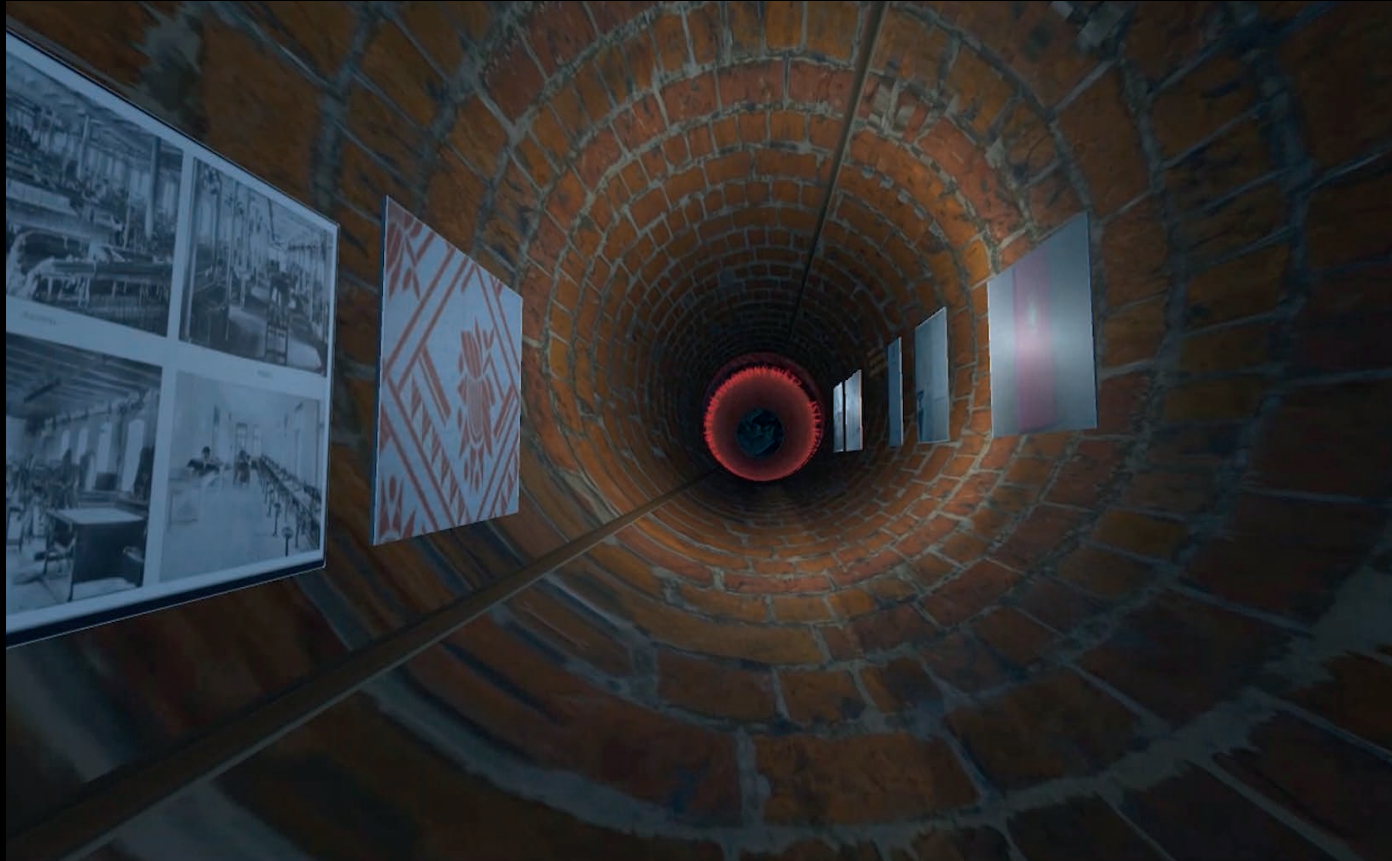
One can hear the story of a factory transformed and adapted for military purposes with each occupation (Nazi, then Soviet)

the story of a friend who disappeared the day it was learned he was a traitor working for the police, but for whom a paradoxical monument-urinal was nonetheless built,

and the one of a clandestine cellar beneath a bar where young people hid under the Soviet regime to listen to forbidden music, which later served again for discreet drinking during the COVID-19 pandemic...



Images from the game











# CESKA-WORLD-GAME

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