

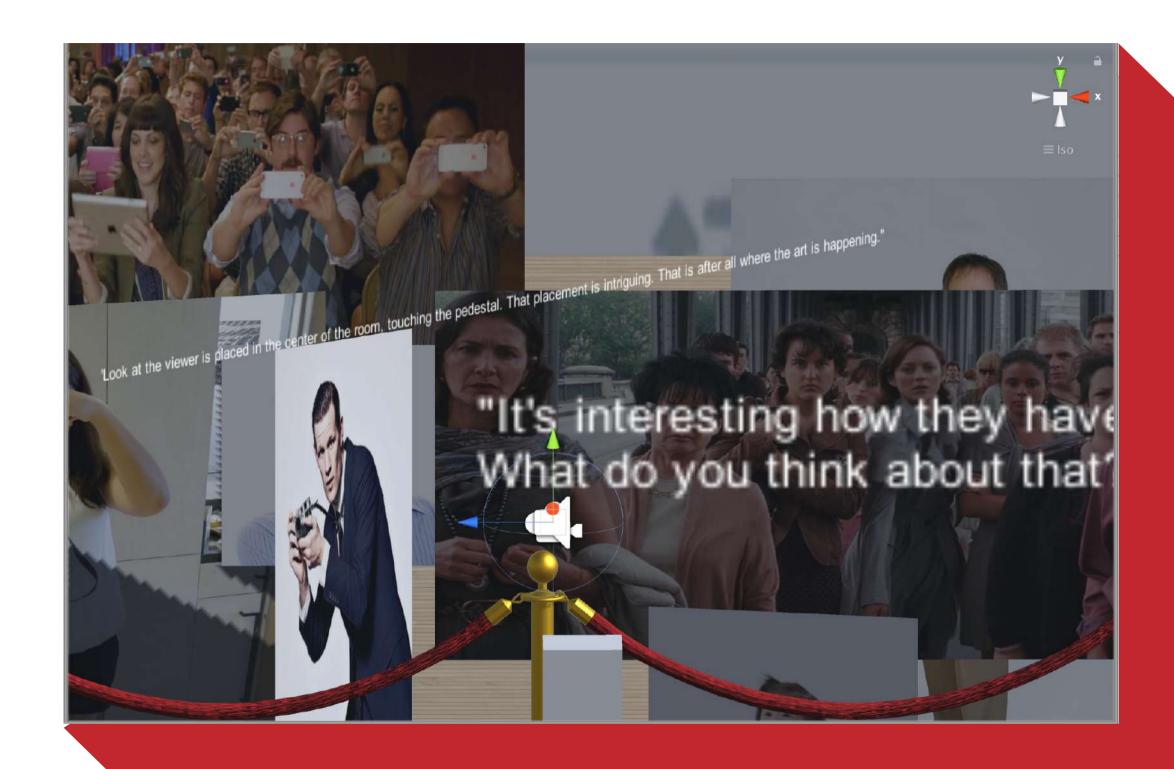
The VR experience was inspired by the story of a friend who unexpectedly fell into her 15 minutes of fame, thanks to a viral YouTube video. The internet and other emergent technology platforms, such as VR, are upending the entertainment industry. Consumption and creation becoming heavily intertwined.



15 Minutes creates a VR experience juxtaposing the viewer with the viewee. When the viewer puts on the Google Cardboard headset they become the art: prominently displayed on a white pedestal, separated by an expanse of red carpet and a wall of stanchions.



15 Minutes raises questions about internet culture, fame, technology, virtual reality, and art. It asks, "What would you do with your fifteen minutes? Your reaction may not be what you imagine it will be.



The crowd stares intently at the art on the pedestal, discussing the deeper meaning, the artist's intentions.