

# Tripple V: Pop-Up Art Show With Virtual Reality, Video Games & Video Art

Presented by Asinabka Festival  
Saturday August 12, 3:00pm – 10:00pm  
@ Platform Gallery  
(51A Young Street, Ottawa)

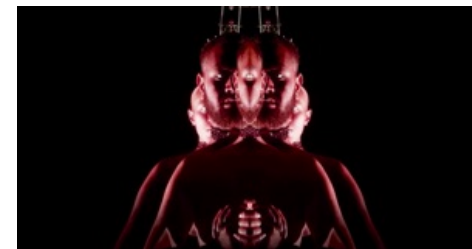
## [Honour Water \(Game\) by Elizabeth LaPensée \(Métis\)](#)

Honour Water is a singing game for healing water available for free on iPads that passes on songs in Anishinaabemowin, the Anishinaabe language. Songs are gifted by Sharon Day, the Oshkii Giizhik Singers, and elders who collaborated at the Oshkii Giizhik Gathering. Water teachings are interwoven with singing challenges alongside art by Elizabeth LaPensée.



## [Fāgogo \(Video Art\) by Pati Solomona Tyrell \(Samoan\)](#)

Fāgogo in Samoan refers to fables that are told in a shared context. The receiver of a Fāgogo is vested with an expectation to share the story, making it their own and then passing it on. PATI SOLOMONA TYRELL's work unpacks the colonial gaze placed on queer brown bodies in an attempt to return gender and sexually diverse identities back to their oracle status.



## [Welcome to Garma \(VR\), by NITV](#)

Welcome to Garma, presents a rare insight into the Indigenous festival in Arnhem Land, Australia. This immersive VR project lets users experience the stunning welcoming ceremony at annual Garma Festival. When you watch the Welcome to Garma 360 video you will get a true sense of what takes place at Garma and experience the iconic dancing ceremonies.

**Poi 360 (VR) by Lanita Ririnui-ryan (Maori) & Ngatapa Black (Maori)**

POI360 is an interactive digital documentary & VR game that is a home for poi. As a timeless indigenous instrument of Aotearoa, it has an artistic beat that enamors the world. At first sight, the poi can be simply described as a ball on the end of a string. For Māori, it is the heartbeat of a nation and an extension of themselves.



**Never Alone (video game) by E-line Media**

Never Alone, also known as Kisima Injitchuᖃ ("I am not alone"), is a puzzle adventure video game based on the traditional Inupiaq tale, "Kunuksaayuka". Swapping between an Inupiaq girl named Nuna and her Arctic Fox companion, the player completes puzzles in a story that spans eight chapters. The game was the result of a partnership between the Cook Inlet Tribal Council and E-Line Media.



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