

REX CROWLE

Lead Creator - Tearaway
Media Molecule

@mediamolecule @rexbox





**BELIEVABLE
MAKE-BELIEVE**



BELIEVABLE MAKE-BELIEVE

Putting The Player at the Heart of
Tearaway.



BELIEVABLE MAKE-BELIEVE

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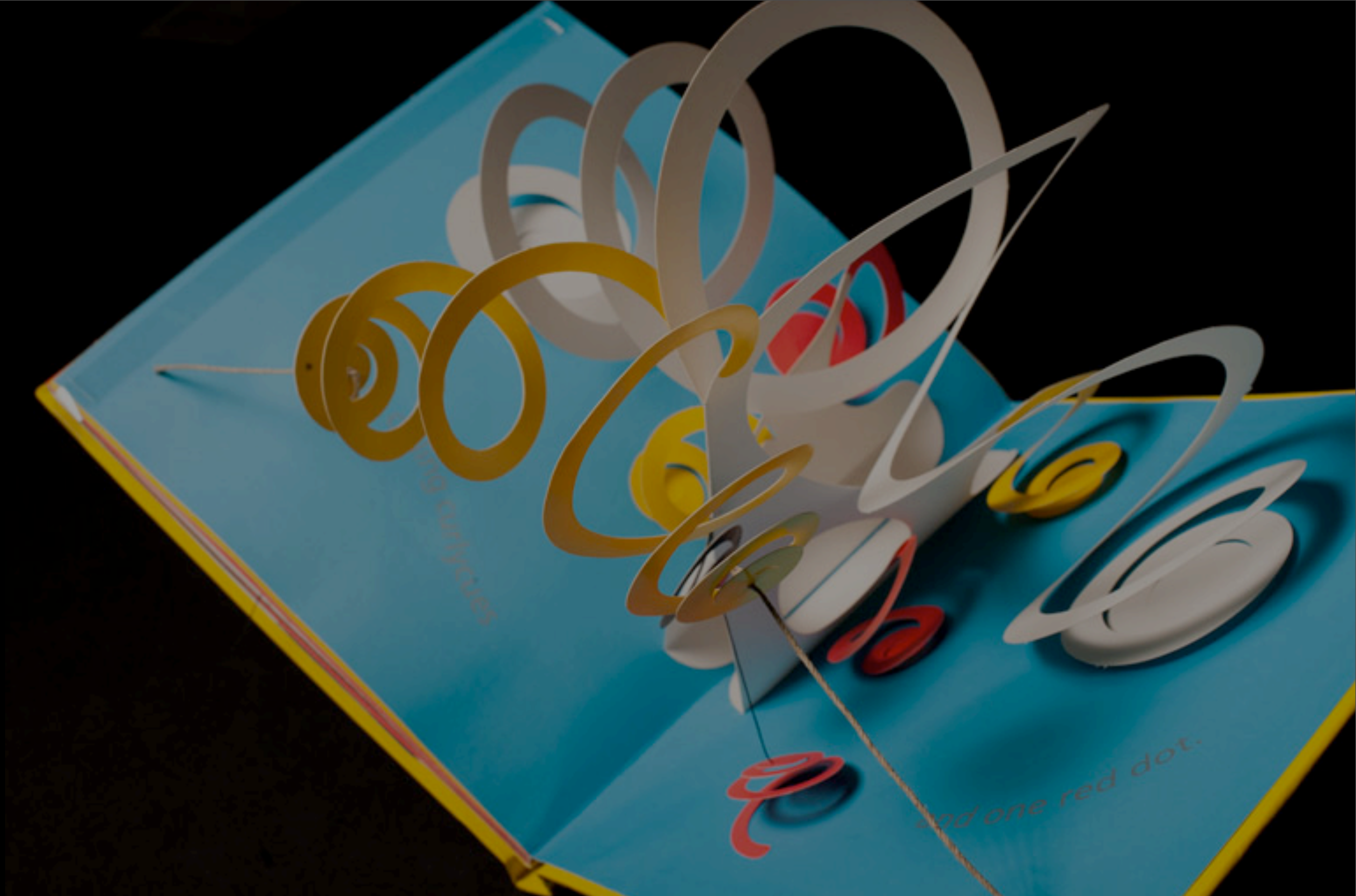
BELIEVABLE MAKE-BELIEVE

Putting The Player at the Heart of
Tearaway.

Mm

TEARAWAY

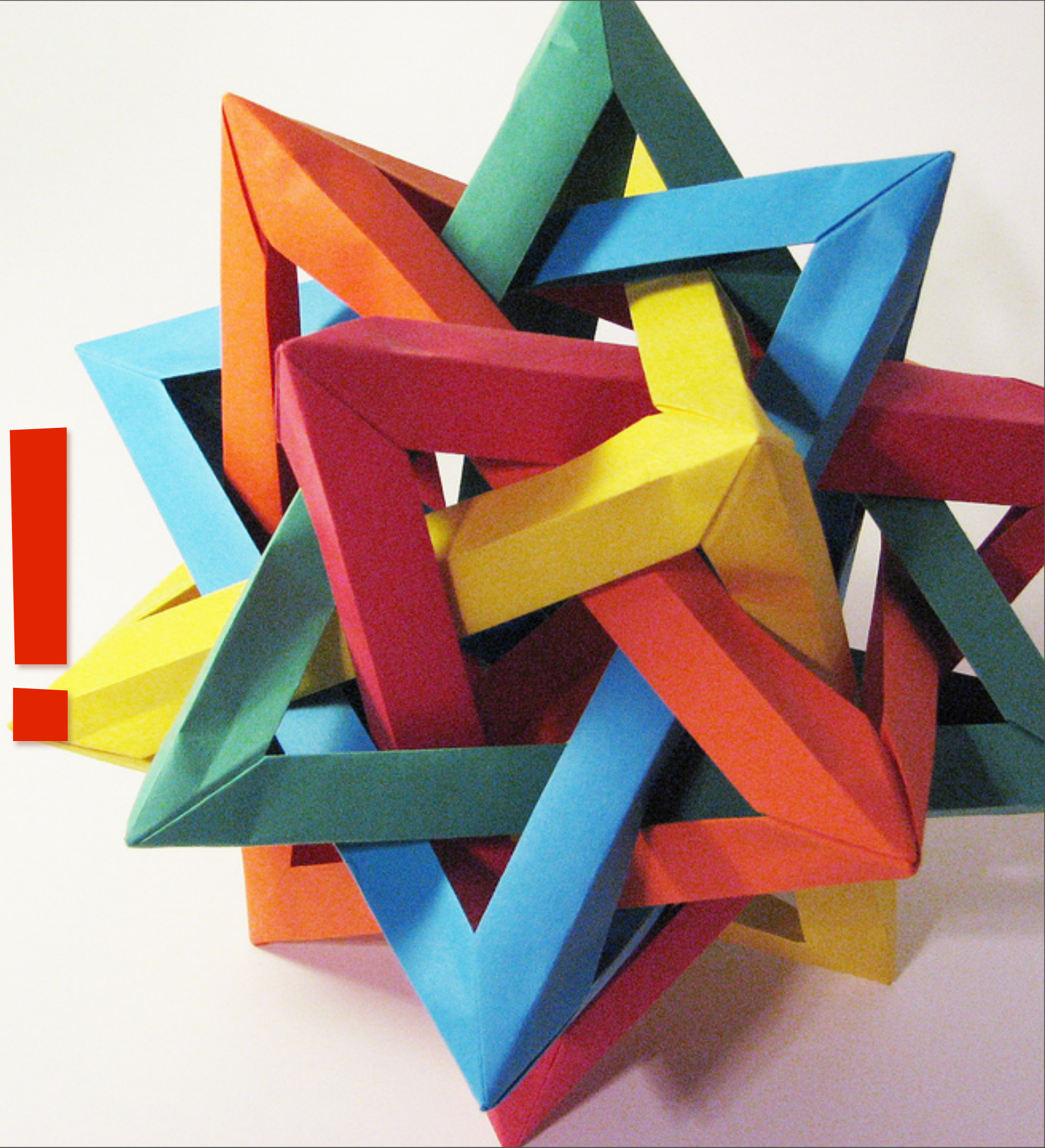






PAPER!

PAPER!





PAPER!

NEW
HARDWARE!
NEW IDEAS



NEW
HARDWARE!
NEW IDEAS



NEW
HARDWARE!
NEW IDEAS

BUILD A
WORLD.



NEW
HARDWARE!
NEW IDEAS

Build A
WORLD.

GAME-JAM



NEW
HARDWARE!
NEW IDEAS

Build A
WORLD.



GAME-JAM



EDIT



NEW
HARDWARE!
NEW IDEAS

BUILD A
WORLD.



GAME-JAM



EDIT

ESTABLISH
THE GOAL



NEW
HARDWARE!
NEW IDEAS

Build A
WORLD.



GAME-JAM



EDIT

ESTABLISH
THE GOAL

(Build the GAME)



NEW
HARDWARE!
NEW IDEAS

BUILD A
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GAME-JAM




EDIT ESTABLISH
THE GOAL


(BUILD THE GAME)

ALLOW THE PLAYER TO ADD TO IT.



NEW
HARDWARE!
NEW IDEAS

Build A
WORLD. 

GAME-JAM 

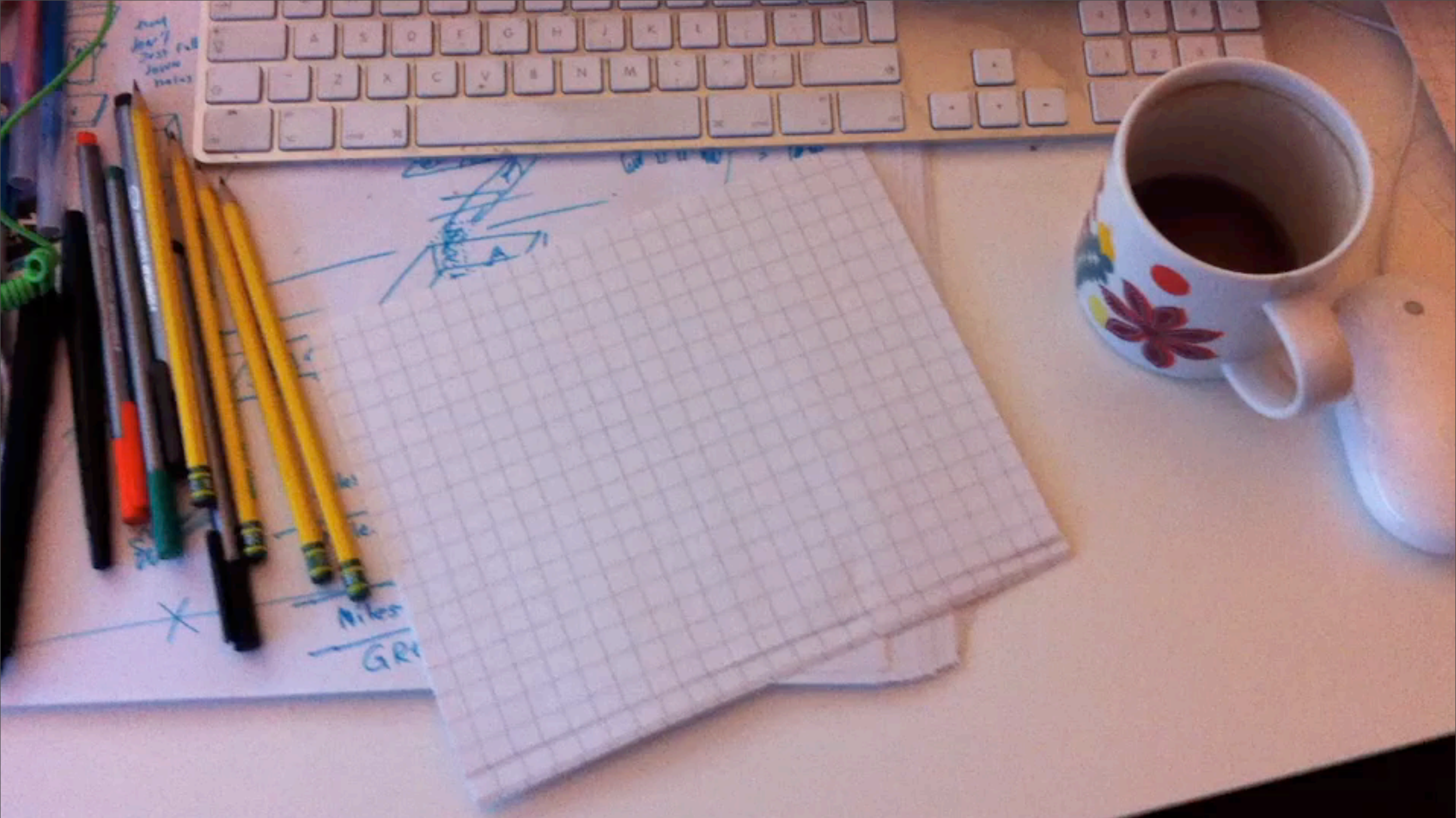
EDIT ESTABLISH
THE GOAL

(Build the GAME)
ALLOW THE PLAYER TO ADD TO IT.















A magical world, realistically constructed, from
a tactile material that we touch every day.

NEW
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GAME-JAM



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GAME-JAM



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GAME-JAM



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GAME-JAM

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A WORLD HELD IN

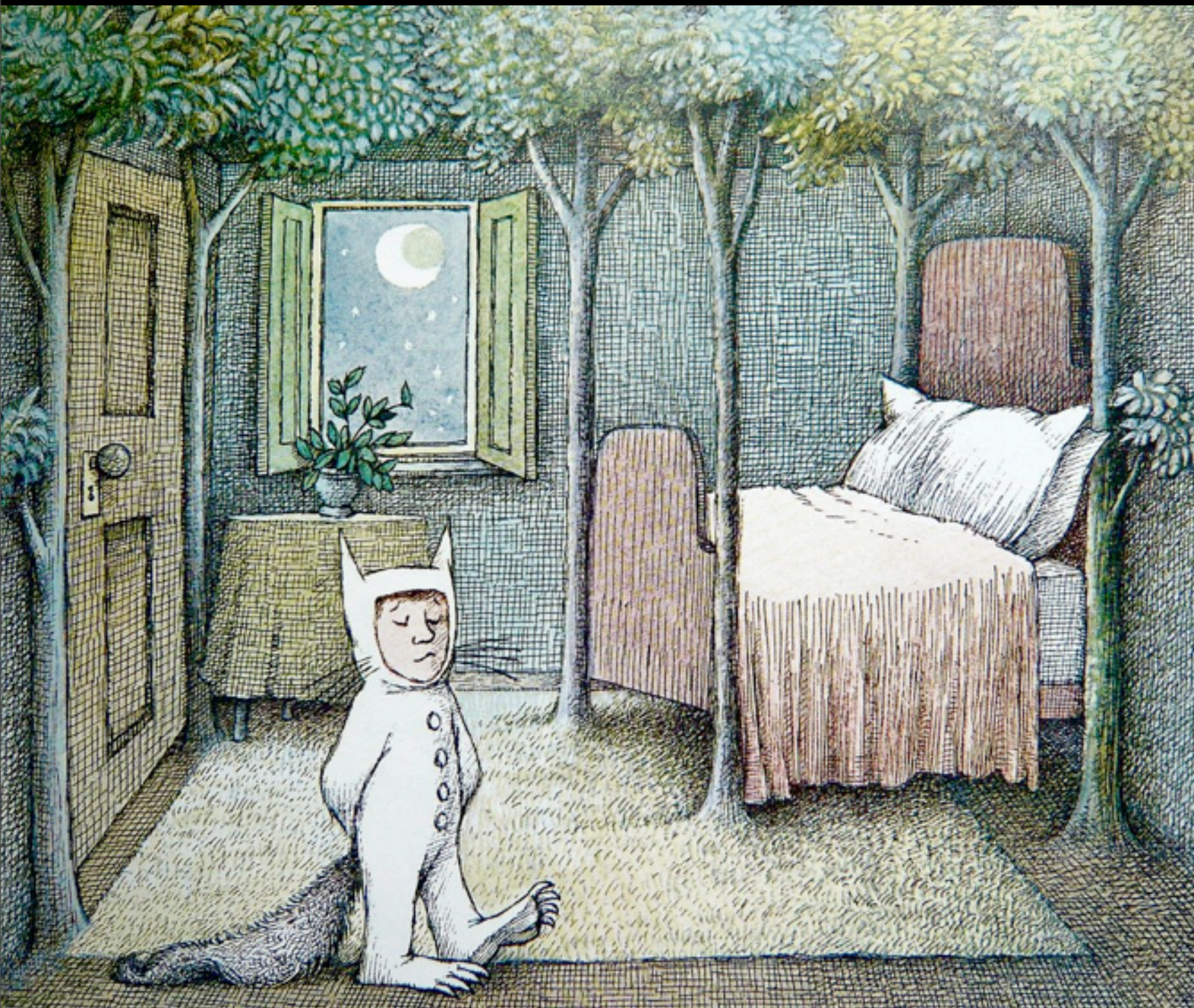


A WORLD HELD IN



YOUR HANDS!

FANTASY FROM FACT



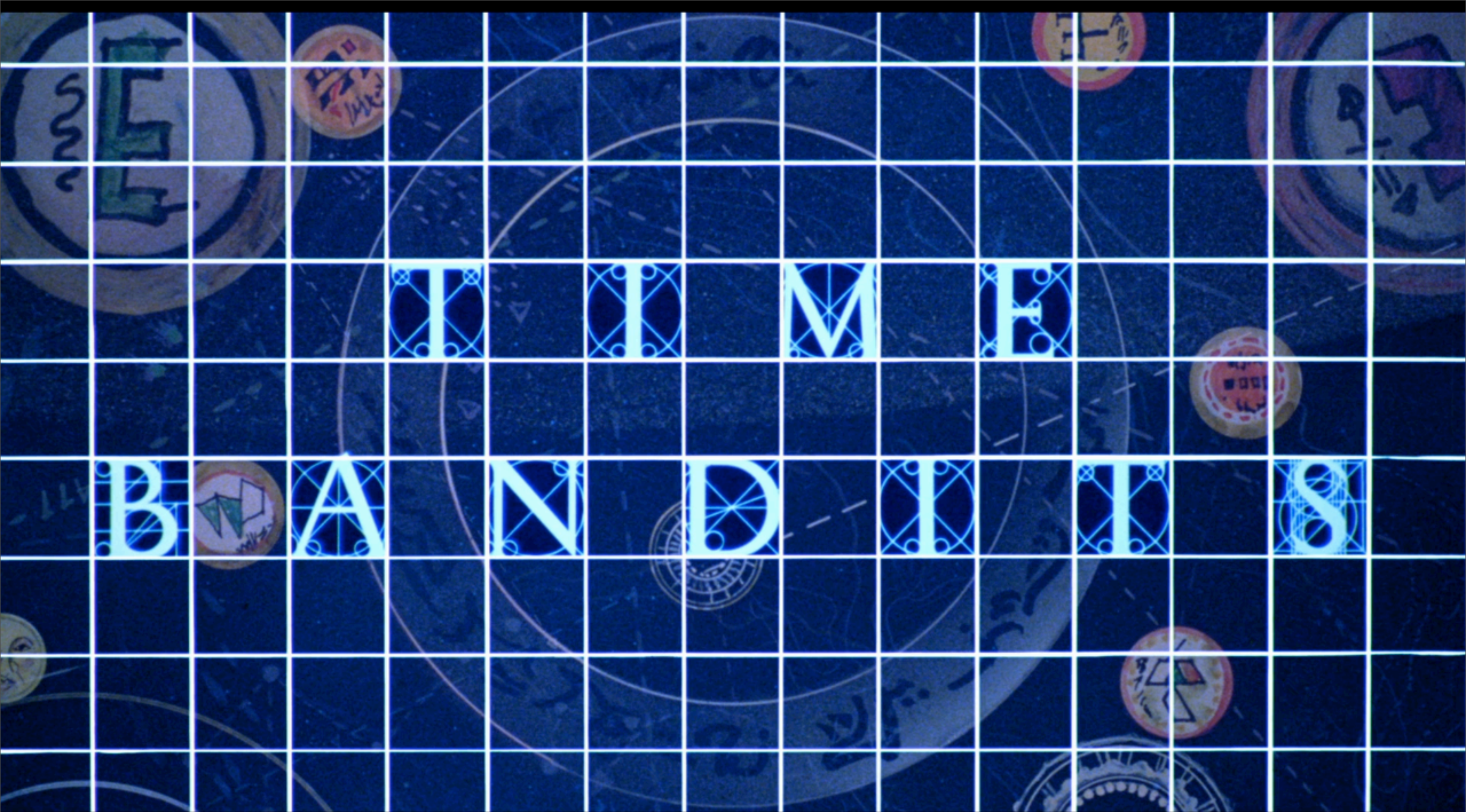
WHERE THE WILD THINGS ARE

STORY AND PICTURES BY MAURICE SENDAK

 **Harper Trophy**
A Division of HarperCollins Publishers

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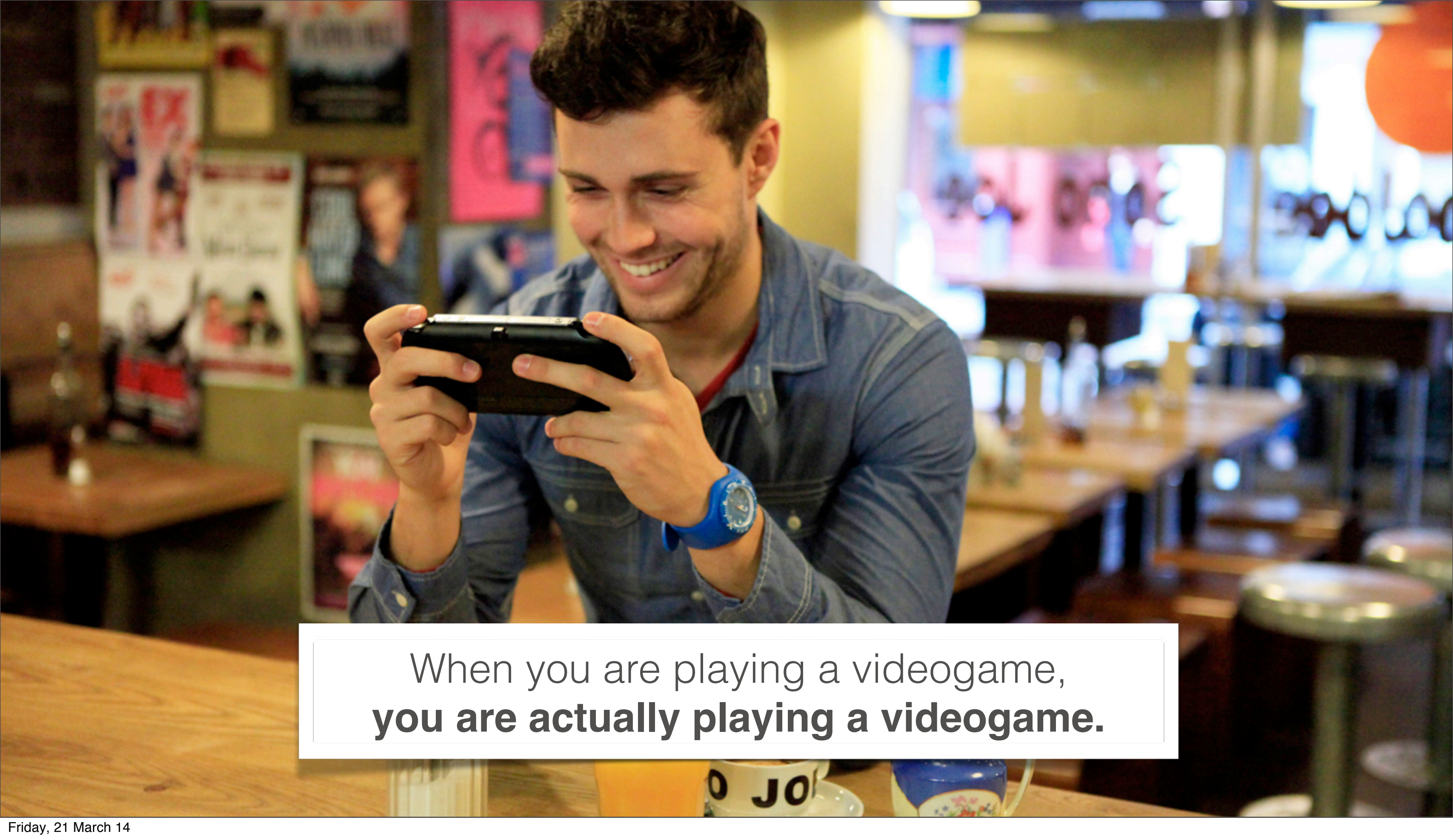
Labyrinth









A young man with dark hair, wearing a blue denim shirt and a blue wristband, is sitting at a wooden table in a cafe. He is smiling and looking down at a black handheld video game console he is holding with both hands. The background is a blurred cafe interior with posters on the wall, a bar counter, and other patrons. A white coffee cup with the letters 'JO' is visible on the table in the foreground.

When you are playing a videogame,
you are actually playing a videogame.

A man with dark hair, wearing a blue denim shirt and a blue wristwatch, is smiling while playing a handheld video game. He is sitting at a wooden table in a cafe or bar. The background is blurred, showing other patrons and colorful posters on the wall. The text 'FUN FACT!' is overlaid in large, bold, orange letters on the left side of the image.

FUN FACT!

When you are playing a videogame,
you are actually playing a videogame.





HANDS





FACE

HANDS

I + EMS

NEW
HARDWARE!
NEW IDEAS

BUILD A
WORLD.



GAME-JAM

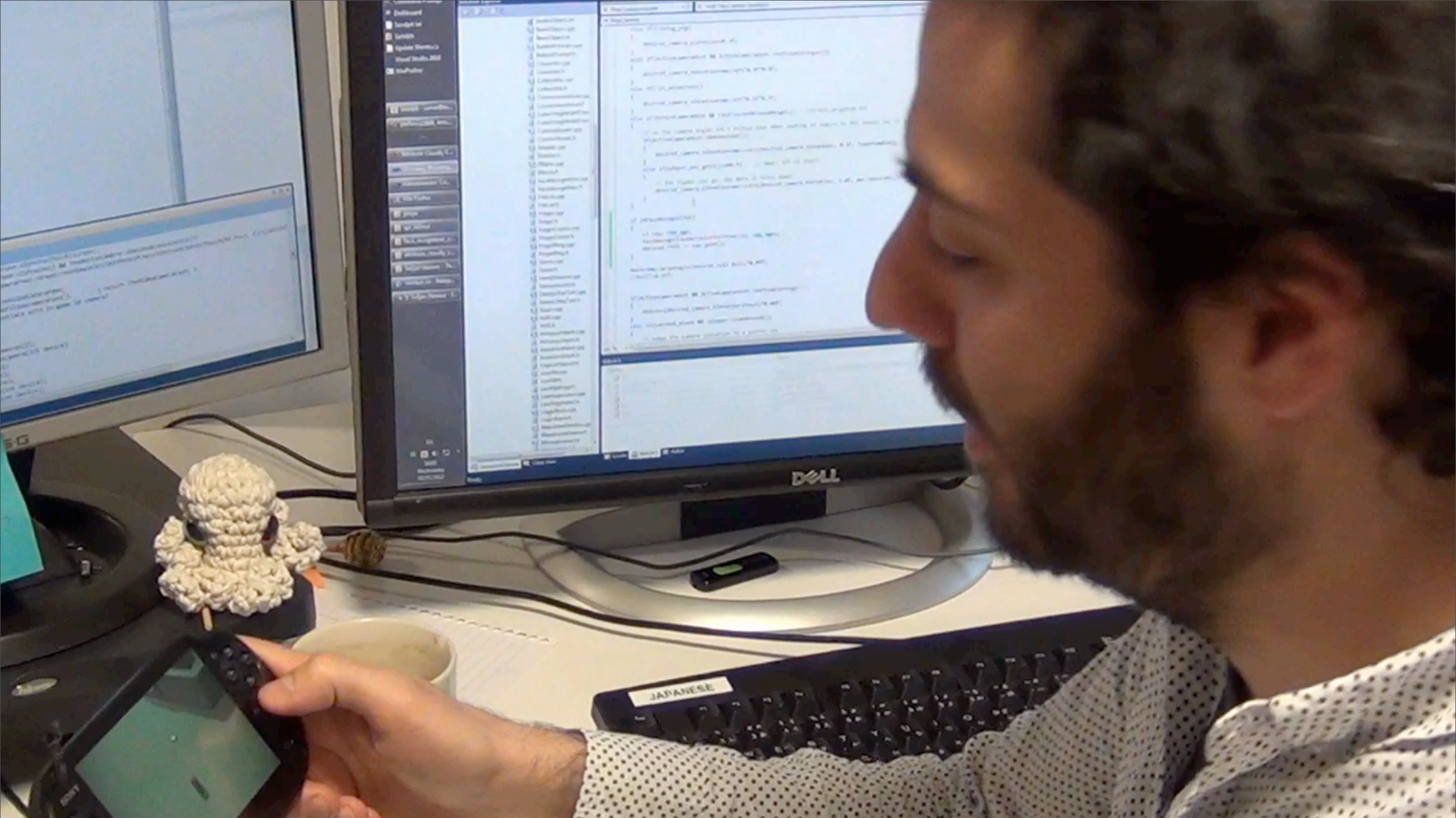


EDIT ESTABLISH
THE GOAL

(BUILD THE GAME)

ALLOW THE PLAYER TO ADD TO IT.

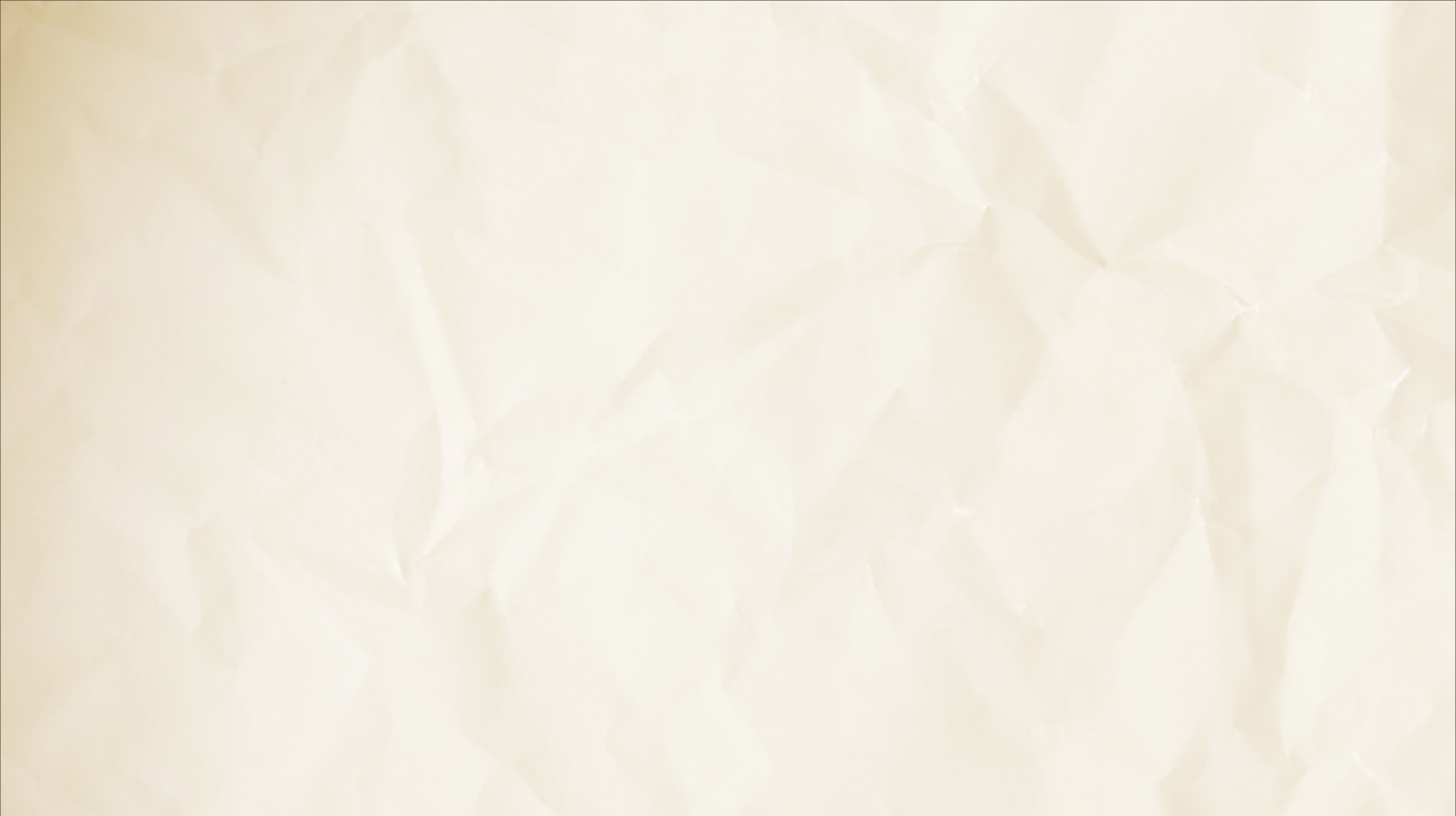






PAPER PLAY!





DRUMSKINS

FINGERPRINTS ON LANDSCAPE

DRUMSKINS

**FINGERPRINTS
ON LANDSCAPE**

DRUMSKINS

FLICKING GLUE

**CAMERA COLOUR
MATCHING**

**FINGERPRINTS
ON LANDSCAPE**

DRUMSKINS

FLICKING GLUE

FACE DETECTION

**CAMERA COLOUR
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**FINGERPRINTS
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DRUMSKINS

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GYRO-GRAVITY

DRUMSKINS

FLICKING GLUE

FACE DETECTION

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GYRO-GRAVITY

**VITA BUTTONS
INSIDE GAME WORLD**

DRUMSKINS

FLICKING GLUE

**FINGERPRINTS
ON LANDSCAPE**

**CAMERA COLOUR
MATCHING**

FACE DETECTION

GYRO-GRAVITY

**VITA BUTTONS
INSIDE GAME WORLD**

SOUND-RECORDING

DRUMSKINS

FLICKING GLUE

**POP-UP-BOOK
FOLDING**

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**FRONT-TOUCH
UNPEELING**

SOUND-RECORDING

RECORD-SCRATCHING

BEARD-DOORS

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**POP-UP-BOOK
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CRAFTING

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NEW
HARDWARE!
NEW IDEAS

BUILD A
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GAME-JAM



EDIT


ESTABLISH
THE GOAL


(BUILD THE GAME)

ALLOW THE PLAYER TO ADD TO IT.



NEW
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GAME-JAM 

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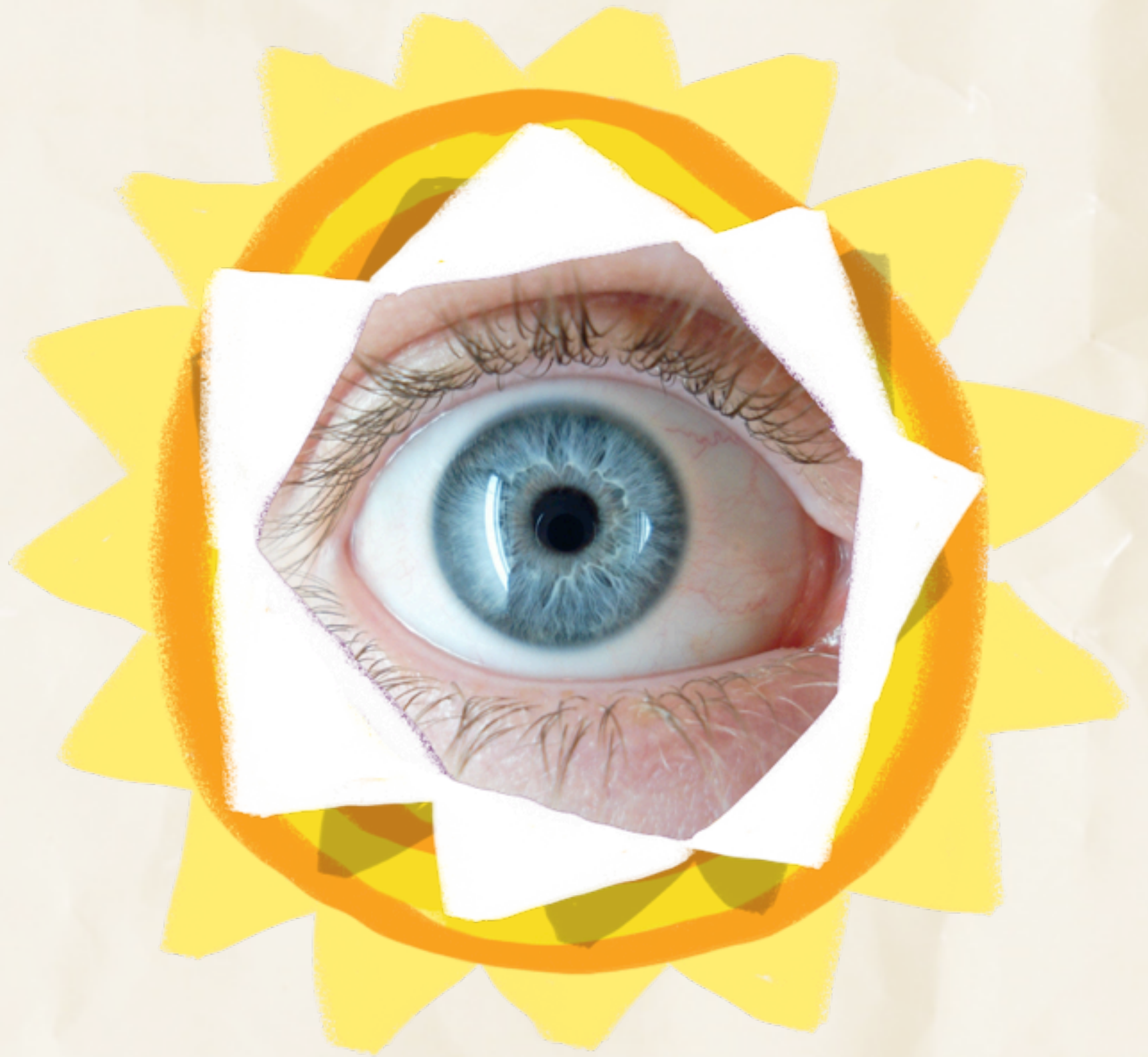
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NEW
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Build A
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GAME-JAM 



[EDIT] ESTABLISH
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(Build the GAME)
ALLOW THE PLAYER TO ADD TO IT.

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[EDIT] ESTABLISH
THE GOAL

(Build the GAME)
ALLOW THE PLAYER TO ADD TO IT.





That huge face in the Sun terrified us all! But it looks happy...and it's watching you! Have you...tamed it?





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NEW IDEAS

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GAME-JAM



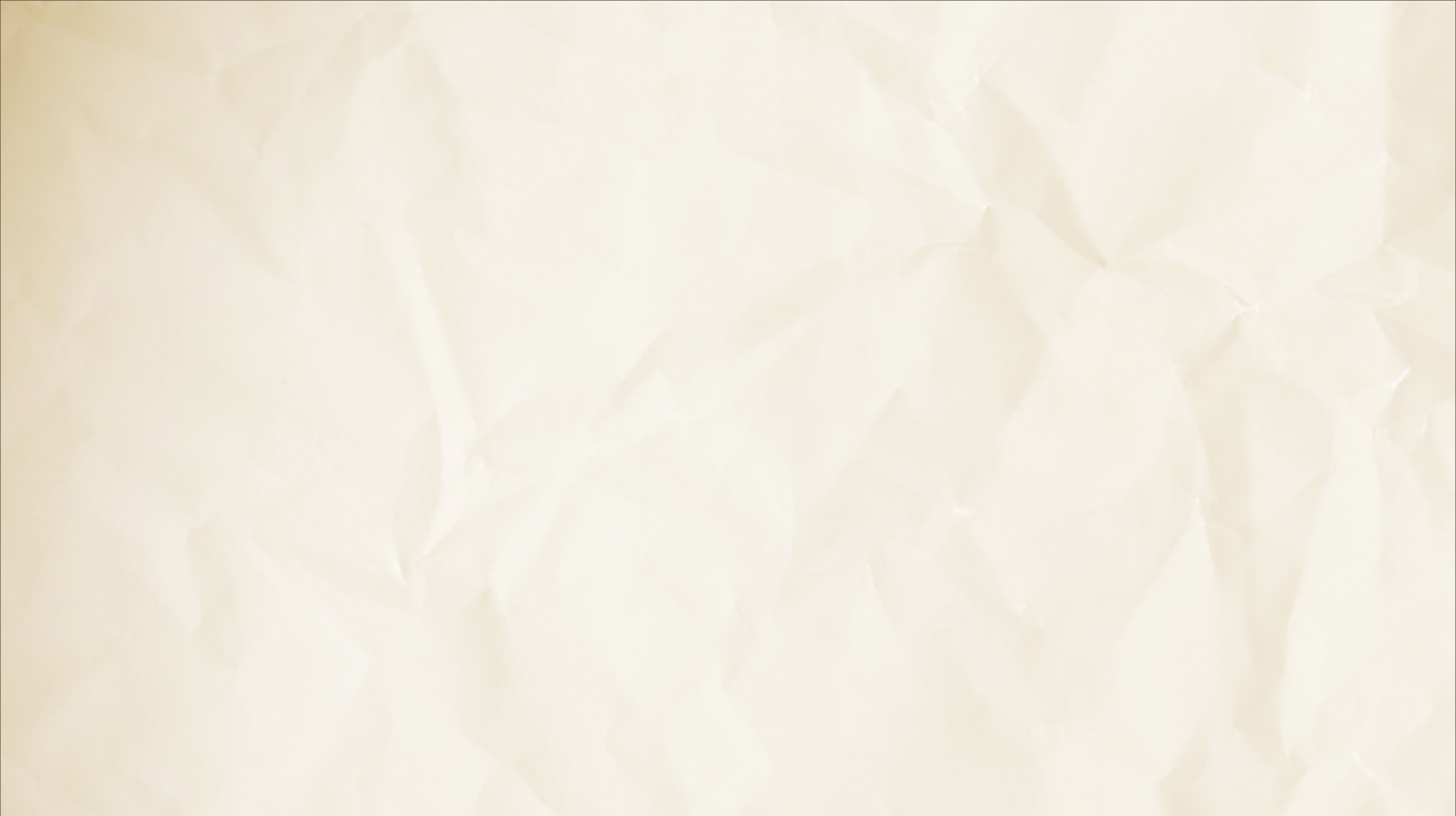
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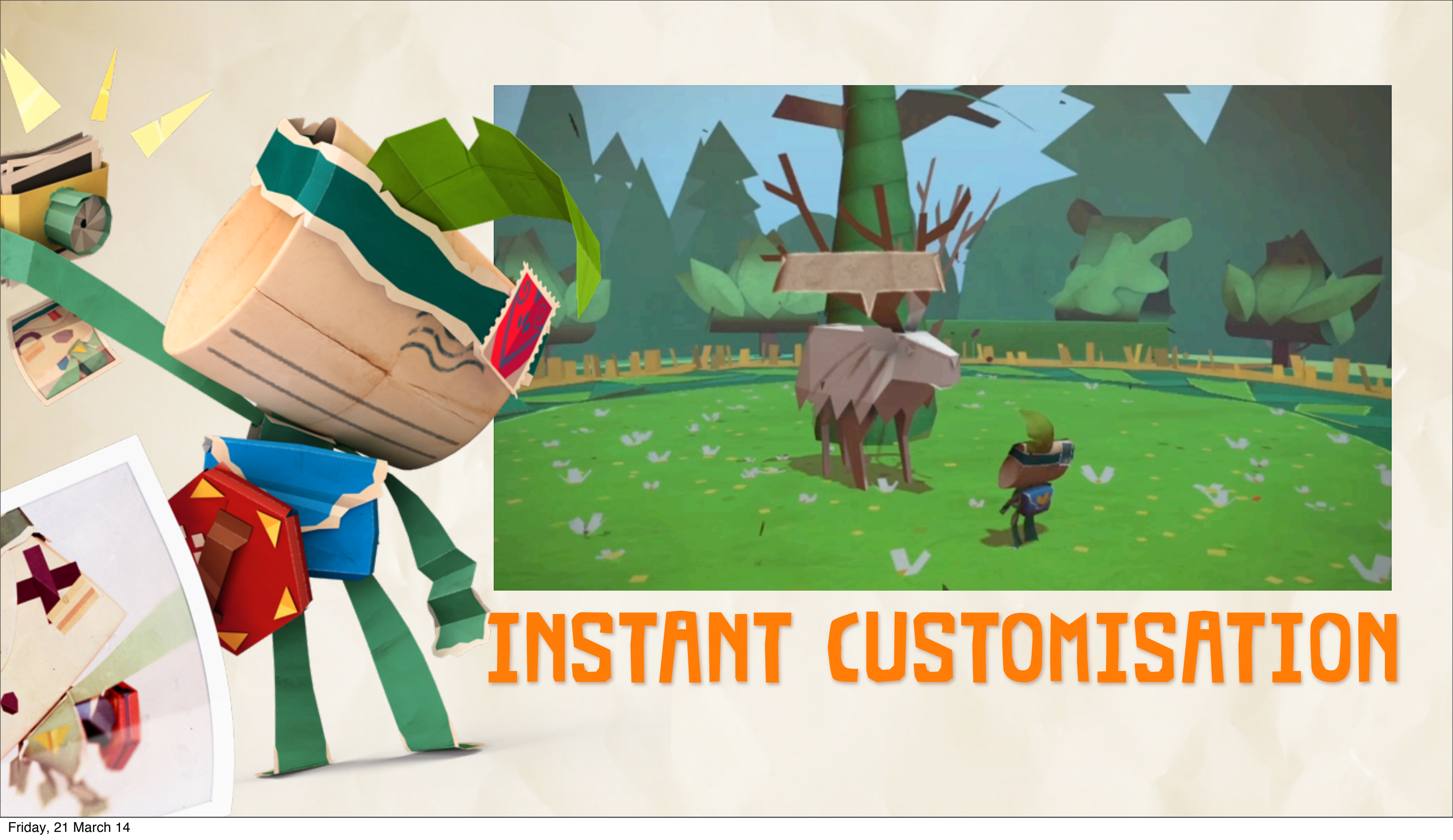
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ALLOW THE PLAYER TO ADD TO IT.

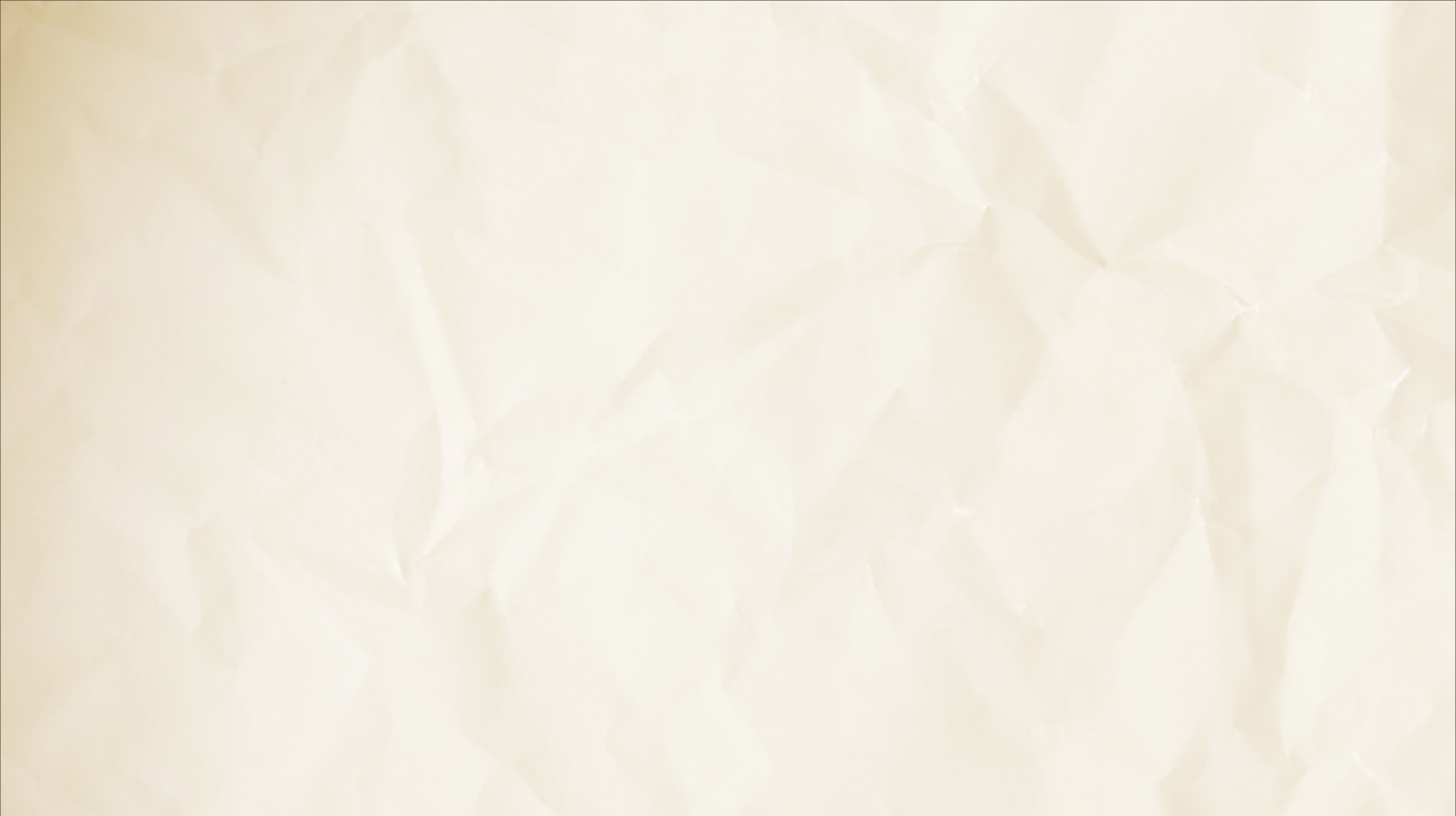




INSTANT CUSTOMISATION



INSTANT CUSTOMISATION









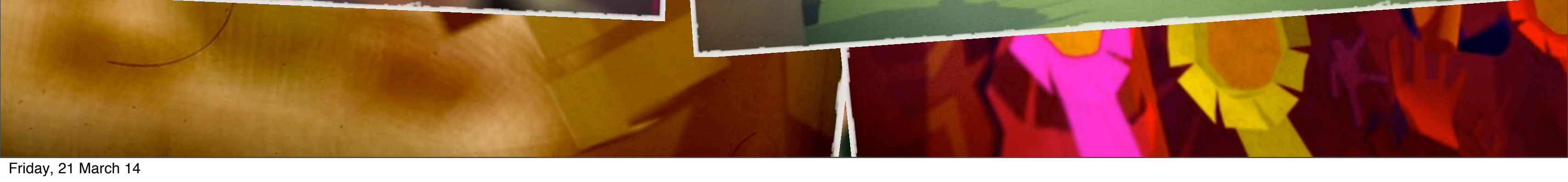
















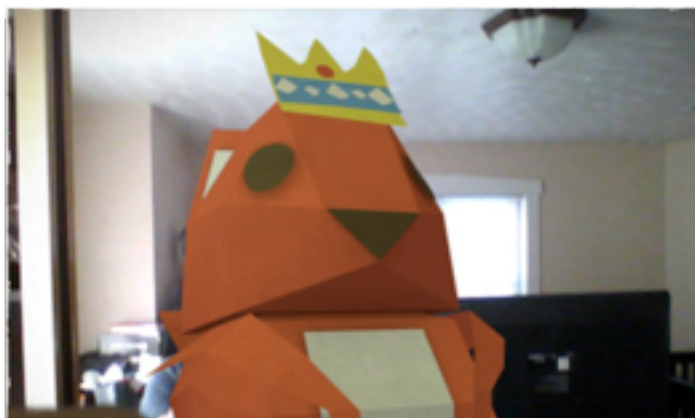
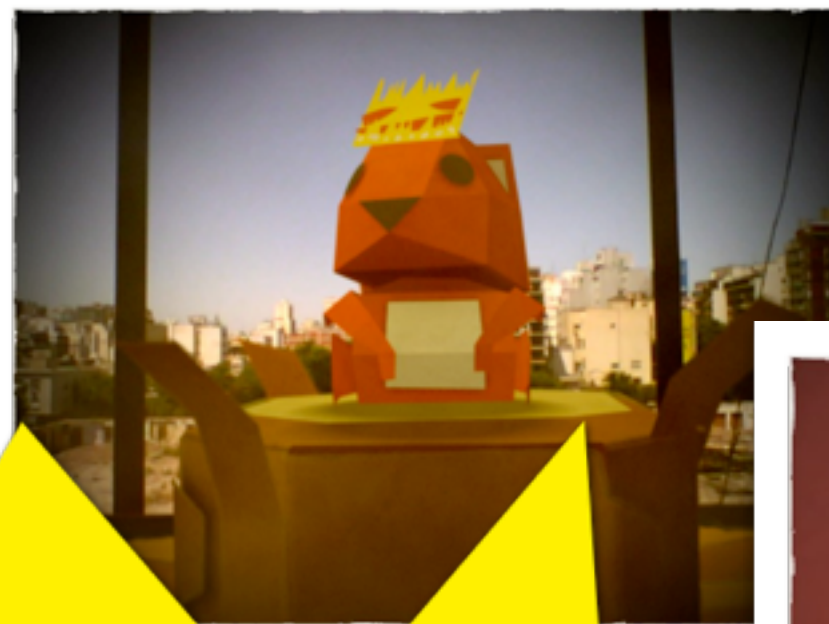
INSTANT CUSTOMISATION

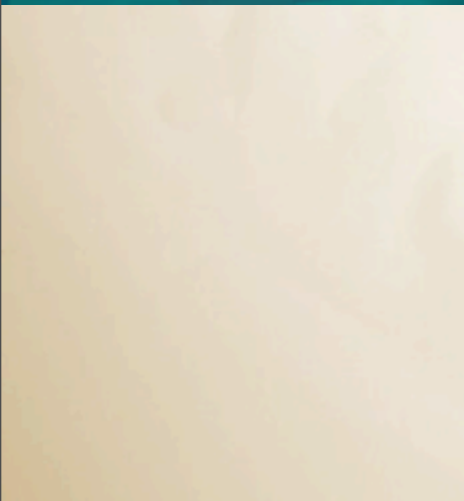


INSTANT CUSTOMISATION



INSTANT CUSTOMISATION













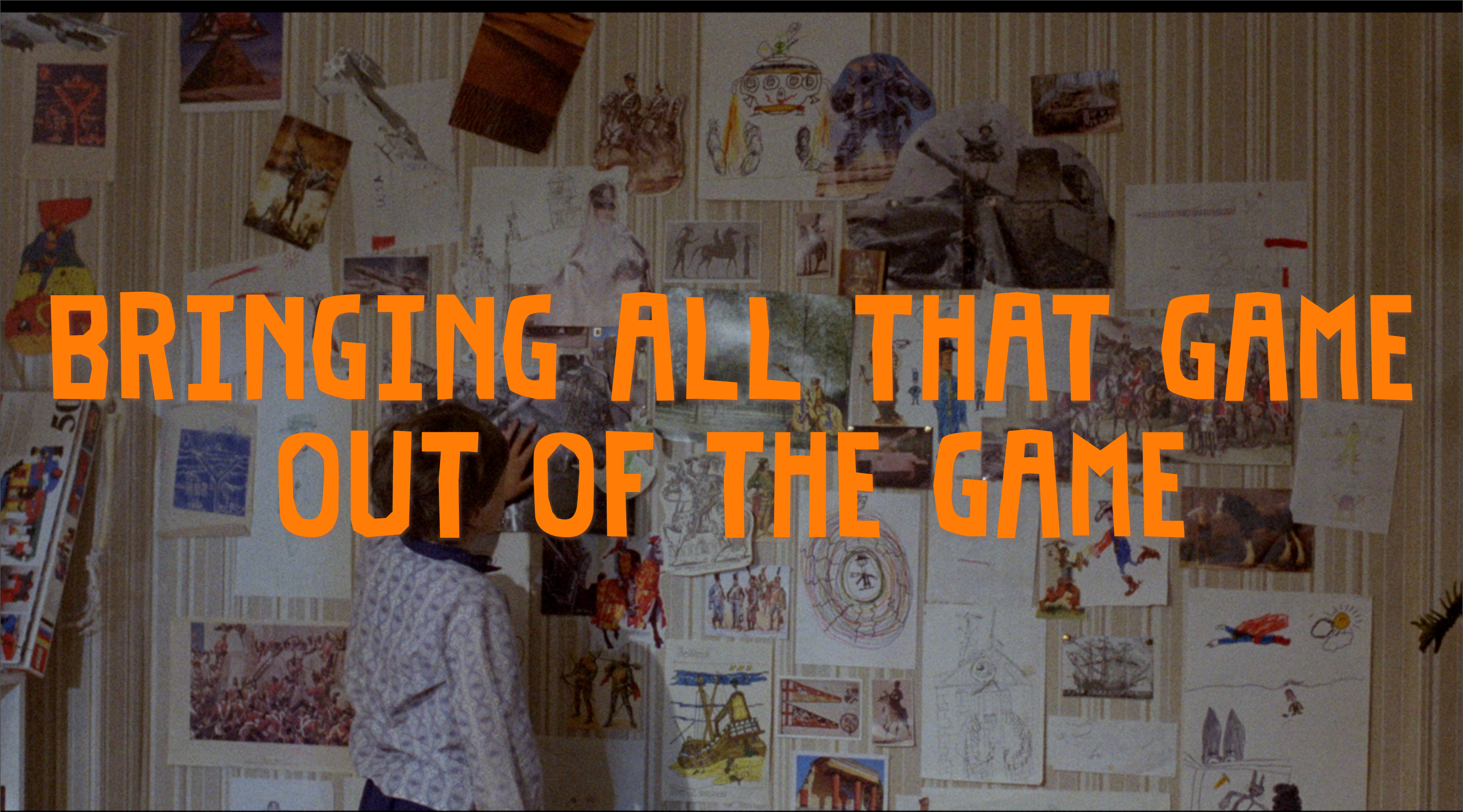




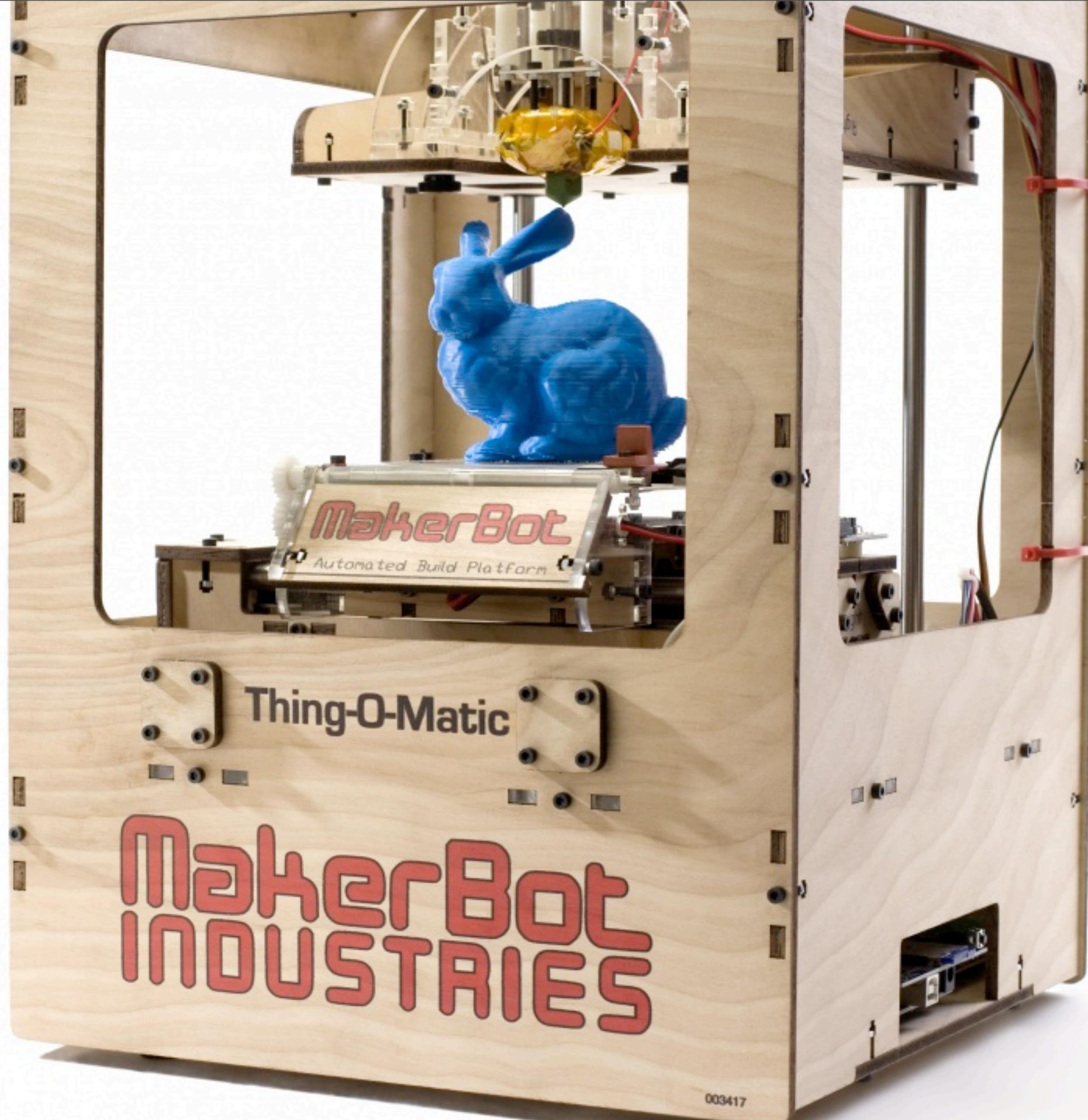
**BRINGING ALL THAT GAME
OUT OF THE GAME**

A photograph of a child's bedroom. The room has floral wallpaper. On the left is a wooden bookshelf filled with books and toys. In the center is a wooden cabinet with arched doors, each containing a stuffed animal. On top of the cabinet are more stuffed animals. To the right is a bed with a patchwork quilt and a white blanket. A red curtain is visible on the far right. The text "BRINGING ALL THAT GAME OUT OF THE GAME" is overlaid in large, bold, orange letters.

**BRINGING ALL THAT GAME
OUT OF THE GAME**



**BRINGING ALL THAT GAME
OUT OF THE GAME**









FANTASIES FROM EVERYDAY MATERIALS



FANTASIES FROM EVERYDAY MATERIALS

RELEVANCE TO PLAYERS LIVES & ENVIRONMENT



FANTASIES FROM EVERYDAY MATERIALS
RELEVANCE TO PLAYERS LIVES & ENVIRONMENT
INSTANT CUSTOMISATION & CREATIVITY



FANTASIES FROM EVERYDAY MATERIALS
RELEVANCE TO PLAYERS LIVES & ENVIRONMENT
INSTANT CUSTOMISATION & CREATIVITY
KNOWING WHEN TO CHALLENGE & WHEN TO CELEBRATE



FANTASIES FROM EVERYDAY MATERIALS
RELEVANCE TO PLAYERS LIVES & ENVIRONMENT
INSTANT CUSTOMISATION & CREATIVITY
KNOWING WHEN TO CHALLENGE & WHEN TO CELEBRATE
TREATING THE GAME AS THE STARTING POINT





THANKS!



@mediamolecule @rexbox



