



Nuku is a live action video game, with the puppet avatar Nuku controlled by the audience using text commands typed on a computer keyboard.

Using puppetry and a clever mashup of old and new technology, *Nuku* evokes the retro charm of early text-based video games, but reimagined as a live theatre experience. An empty room, vacant shop, shipping container or similar becomes the play-space for the quirky, pink-haired Nuku, and their actions and adventures are only limited by the audience / participant's imagination.

Bringing out a playfulness as participants take on the avatar of Nuku, the piece also comments on representation of self in our on-line world, of control, anonymity and responsibility.

A live art event, a durational performance, an unexpected, interactive physical theatre intervention, this work is created, designed and performed by multidisciplinary artist Niow and realised through computer programming and sound design by Steph O'Hara (SohLa).

TECH REQUIREMENTS

- Vacant shop with large windows onto the street.
- Space for audience outside the shop.
- 1 x single phase power within shop.
- 1 x single phase power outside the shop.
- Non-public dressing room / area within shop or close by.
- 2 hours bump-in.
- 1 hour bump-out.
- Vehicle access for bump-in / bump-out.
- Durational work runs for up to 4 hours, with scheduled breaks for performer.