

The Pinnguaq Association- 2015/16

Pinnguaq continued to grow in 2015/16 with the official release of both Art Alive and the Singuistics expansion. We also launched additional localization projects and a 'Syllabics Translator' tool for Google Chrome.

Please note that media tracking became lax in 2015/16 and we do not have the links to share for media as of the time of this report.

The Projects

Projects Run:

[Art Alive](#)

[Art Alive VR](#)

[String Games](#)

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Travel:

[NS @ 30 April 2015 \(Gatineau\)](#)

[Northern Lights 2016 \(Ottawa\)](#)

Staff

The Projects

Projects Run:

- Art Alive

Art Alive saw its release in 2015/16 with the biggest showcase being at McMichael Gallery in Kleinburg, Ontario. It was featured at the SAW Gallery in Ottawa and It was also adopted as curriculum by the Gallery of the Kawartha Lakes in the Trillium Lakelands District School Board in Ontario.

The Development

Our relationship with York University allowed us to connect directly with a digitization project with Dorset Fine Arts, who in June 2015, provided the rights to 5 prints by Pudlo Pudlat, which rounded out the experiences we created for Art Alive.

We also worked with Geronimo Inutiq and commissioned original works to provide the soundtrack to some of the games.

Ame Papatsie joined our team as both the narrator and artist consultant. Ame helped shaped the stories that he himself narrates and the games tell.

We did a series of posts to share our development process of the Art Alive games.

[Bringing Art To Life- Art Alive 1](#)

[How Art Alive Began- Art Alive Blog Post 2](#)

[Bringing 2D Characters To Life- Art Alive Post 3](#)

[Storytelling- Art Alive Post 4](#)

At the same time a short video was created to showcase the development process. It can be seen here: <https://www.youtube.com/watch?v=3Fvlg8H14tY>

The Games

The game developed were mostly complete by March 31st 2016 and were described and summarized [in this document](#).

- Art Alive VR

In November 2015 we also began work on a project called “Art Alive VR”, which used the print “Aeroplan” by Pudlo Pudlat, a print we had worked on previously and created two different games with. The idea of Art Alive VR is to create a VR experience of a ‘living print’. Something that someone can stand in the middle of and experience in its fullness. With this 1972 print we aimed to create a living representation of the print itself.

The piece was finished in two months and debuted at the Toronto TIFF Bell Lightbox as a part of an event called “Digiplay Space” on March 5th 2016.

- String Games

String Games, a partnership between filmmaker Nyla Innuksuk, the NFB and Pinnguaq continued its development in 2015/16. Many different stories were explored and possibilities of developing this project.

It included consultations with Elisapee Ishulutaq and Jesse Tungilik in Pangnirtung. It included data mining of Facebook and Twitter posts from around Nunavut.

A final proposal for a project was developed and pitched. It can [be viewed here](#).

Unfortunately the NFB and the partners could never finalize an agreement and by March 2016 this project was concluded.

- Syllabics Translator

In August 2015, a language workshop in Iqaluit suggested exploring a move away from Syllabics in the Inuktitut language. We chose to develop a syllabics translator for Google Chrome. A simple tool that immediately converts all syllabics on any website or email into Roman Orthography. We wrote two blog posts on the move [here](#) and [here](#) and released the extension in September 2015 via the [Google Chrome extension plugin store](#).

- Minecraft for Education

In early 2015, Franco Buscemi of Iqaluit approached us with an idea around incorporating Minecraft into a curriculum around coding. In April 2015, Ryan and Franco [presented the idea at the Nunavut Mining Symposium](#) and met with various government and mining partners about the idea of funding a game design course around Minecraft.

The proposal was strong but beyond some extremely enthusiastic support from the Senator for Nunavut, no mining companies pursued the idea.

- An Evening To Celebrate Indigenous Games and Comic Books

July 30th 2015, Pinnguaq and Gamma Space in Toronto hosted “An Evening to Celebrate Indigenous Games and Comic Books”. It featured 15+ games from around North America, a showcase of games made at various “Code Club” sessions and the launch of a comic book collection called “Moonshot” by AH Comics in Toronto. The games list can be seen here: [Games List \(Google Drive\)](#)

The event was attended by close to 100 people from around the Toronto area and was live streamed on Facebook by Akipari Film, an Iqaluit based live streaming service. The event featured a keynote address from Elizabeth Lapensée.

- Singuistics

From December 2015 to March 2016, Pinnguaq released bi-weekly updates to Singuistics to incorporate all of the new languages. The final version, in addition to the Inuktitut content that was included featured the following;

- Anishinaabemowin (3 Artists, 1 Language Teacher, 1 Coordinator, 5 Musicians)
- Cree (2 Artists, 1 Language Teacher, 1 Coordinator, 8 Musicians)

- Dene (1 Coordinator, 1 Language Teacher, 4 Musicians, 3 Artists)
- Gwich'in (1 Artist, 1 Coordinator, 1 Language Teacher, 1 Musician)

Elizabeth Lapensée created a main menu for the App which featured her unique style of art to create turtle island as a main menu.

The finished version includes the art and music of incredible artists such as Leela Gilday, Jason Burnstick, John Bonnetplume, Aaron Paquette, Elizabeth Lapensée and many more.

- Localization: Beneath Floes

Beneath Floes is a game by Bravemule from the United States that was completed in early 2015. A kickstarter was hosted to localize the game to Inuktitut and it was quickly funded. We were able to localize and release the game in 2015. It features the story of the Qalupalik and we were able to also coordinate consultation for Bravemule with Inuit to confirm the authenticity of the story.

Pinnguaq has also committed (through a Kickstarter Stretch Goal) to the release of an Anishinaabemowin version of the App. Unfortunately we've gone through three translators now who have been unable to complete the work, though we work to get that translation done soon.

Travel:

- NS @ 30 April 2015 (Gatineau)

Pinnguaq attended the Nunavut Sivuniksavut 30th anniversary event to present on Code Club and Art Alive.

- Northern Lights 2016 (Ottawa)

As with 2 years ago, Pinnguaq had a booth at the Northern Lights 2016 to present Singuistics, Art Alive and other works. It was an excellent opportunity to introduce ourselves to the other businesses and work

Staff

Ryan Oliver was the only employee of the Pinnguaq Association in 2015/16. Pinnguaq was operated by a volunteer board and through the support of other volunteers. Pinnguaq did hire Talia Metuq on contract on two separate occasions to support existing projects.