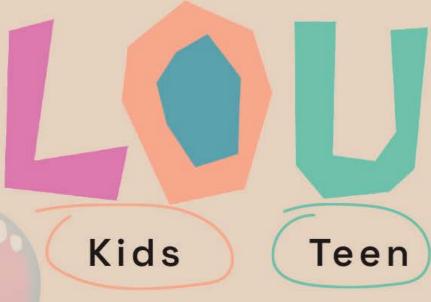
LES PIEDS EN HAUT



Experience the world with the sensitivity of an autistic person.



An experience by

MARTINE ASSELIN & ANNICK DAIGNEAULT













Québec Québec



Martine Asselin

Martine Asselin and Annick Daigneault each have an autistic child. They decided to work together on an immersive project about autism. Martine is a documentary filmmaker whose work has been shown in festivals and on television worldwide, while Annick has been working as an event creator/coordinator and actor and has created a Foundation for the inclusion of autistic people. Driven by the same conviction that inclusion is the only way forward, they decided to use virtual reality to see how immersive media and interactivity could be used to push the documentary experience and autism awareness to a new level.



Annick Daigneault



An experience to feel the daily life of a child with autism.

Experience the world with the sensitivity of a person with autism. Learn how to deal with stimuli, crises and moments of fascination by immersing yourself in Lou's atypical sensory universe.



How do we feel Lou?

There are as many ways to be autistic as there are autistic people. LOU - Kid/Teen lets people experience what it's like to be in the body of an autistic child named Lou, to see and hear through his eyes and ears. Lou is a character inspired by our own children and other autistic people. This VR experience is a metaphoric interpretation, based on the life experiences that were shared with us. Several autistic people participated as actors, creators and advisors.

Thus, the interactivity is lived by the users of the work by taking possession of the body of an autistic person. The user will have to interact with other people in places that are sometimes noisy and full of stimuli. The user will also have to manipulate objects and perform everyday actions while being in the body of a person living with this condition.

Lou is a unique experience that has never been seen before. It is now possible to feel how some people experience exponentially the sensory load in their daily lives.

Long Synopsis

Autism is at once fascinating, challenging, and inspiring. Although this distinct neurological condition includes a set of common characteristics, there are as many different ways to be autistic as there are autistic people – hence the spectrum. Our main character, Lou, is based on stories and experiences shared by autistic people and inspired by the children of both directors. You will witness firsthand a few days in the life of this charming and vulnerable individual, from a children's birthday party to his first day of high school. Lou does everything he can to adapt to a neurotypical world. During this metaphorical and playful virtual reality experience, the interactivity is lived by taking possession of Lou's body. Through his sensitivity and specific interests, you will experience fascination, sensory overload, and nervous breakdown. You will need to use unique coping mechanisms as some autistic people do.

This is an inclusive production. Several people on the spectrum participated in the realization of the project.

People on the spectrum are entitled to inclusion. They are entitled to respect and to the accommodations necessary for their full social participation. This work promotes empathy and a better understanding of this distinct neurological reality.

IMMERSIVE PROJECT

•Original title: Les pieds en haut - Lou Enfant/Ado

• English title: Les pieds en haut - Lou Kid/Teen

•Year: 2022

•Country of production: Canada

•Running time (min): 20

•Scriptwriter name: Martine Asselin

•Other Scriptwriter: Annick Daigneault

•Leading actors: Adrien Nicholas, Théo Gilbert, Joane Rufiange,

Annick Daigneault

• Cinematographer: Dpt

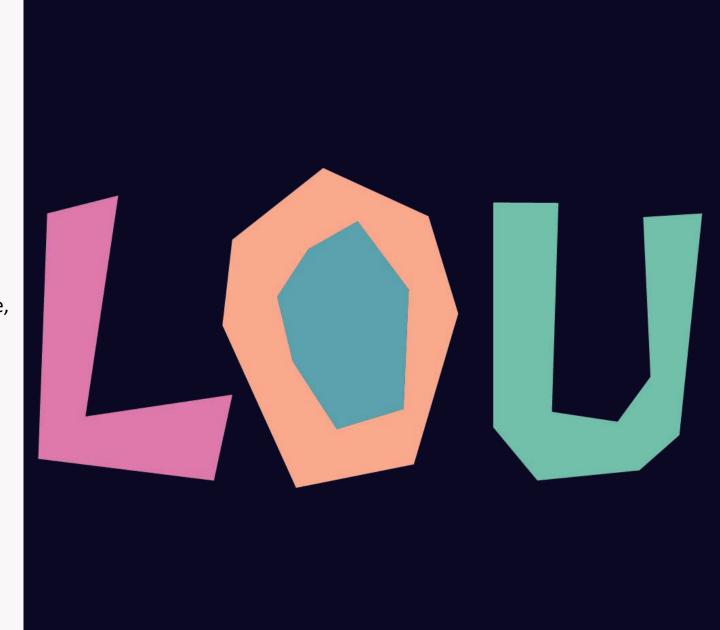
• Music by: Peak Media

•Sound by: Peak Media

• Creative Technologist: Nicholas S. Roy

Other Creative Technologist: Raed Moussa

Project genre: docufiction, animation,



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HUBBIC

Hubblo is an innovative company whose mission is to create the first hub exclusively dedicated to immersive and interactive works with high experiential value to distribute and support their presentation in North America, as well as across the globe.

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