



We are TIMETRAVEL.BERLIN: We do time travel!

Founded in 2018 as a 'virtual time travel agency', TIMETRAVEL.BERLIN (TTB) develops authentic, historically grounded VR time travel experiences. Currently, the start-up is realizing the VR simulation 20s.BERLIN, a virtual time travel to the European metropolis of the Roaring Twenties, with an international team.

Project: Going back 100 years in a split second - right into the feeling of life in the legendary 1920s! This is 20s.BERLIN. The historical city simulation is the first major project of the VR studio founded in Berlin in 2018 by Peter Langer and Dr. Benedikt Goebel. 20s.BERLIN is supported, among others, by the MegaGrants program initiated by *Epic Games* and by *Medienboard Berlin-Brandenburg*. The first area, Pariser Platz with the world-famous Brandenburg Gate, has already been completed. Currently, the TTB team is finalizing the second construction site: the magnificent boulevard Unter den Linden. 20s.BERLIN will be launched in late summer 2021, initially as a freely accessible on-location experience. The first stop of the mobile VR station, designed as a historical advertising pillar with nine simultaneously usable goggles, will be Berlin's East Side Mall. In the time context of the opening, 20s.BERLIN is also to be released in Early Access on STEAM. A showroom, in which the VR can be shown geographically expanded and presented in other layouts, is already being planned.

Team: Since its founding, TTB has been working in a network with numerous professionals from a wide range of disciplines. The international team includes architecture and urban historians, game and sound designers, 3D, character and environment artists as well as experts for storytelling and dramaturgy, production, programming, event and location management, communications and business administration.

Technology & service: TTB regards itself as a "classic" studio that bundles, controls and implements both its own and its clients' projects centrally and as a "one-stop shop". TTB's engaging VR simulations are based on Unreal as well as the latest real-time VR and AI technology. In addition to the technical aspects, the Berlin-based VR studio also handles the dramaturgical component: virtual storytelling.

Motivation & background: What drives the TTB team is above all the fascination for the sheer endless possibilities that VR and AR offer in connection with time travel. "In virtuality, thrilling adventures with high entertainment value can be created - places that are inaccessible in the physical world can easily be traveled" says TTB CEO Peter Langer: "In future augmented and virtual reality will also play a role in contemporary communication of knowledge, that can hardly be overestimated. Particularly in the didactic context, participatory technologies such as VR and AR have enormous potential - a potential that we definitely want to actively contribute to exploring and developing!"

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