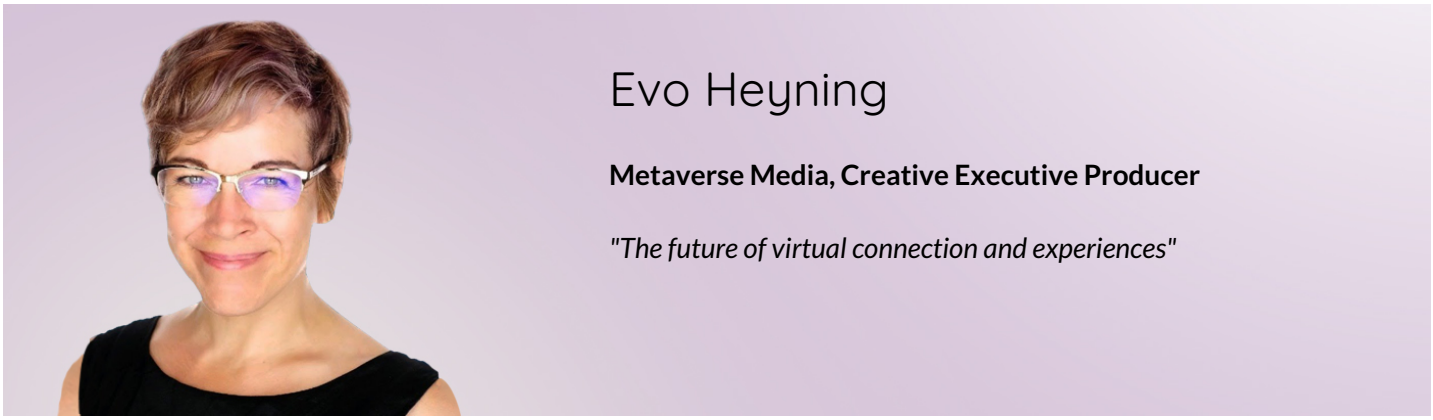


Evo Heyning

Metaverse Media, Creative Executive Producer

"The future of virtual connection and experiences"

Evo Heyning has been creating immersive experiences that bridge real and virtual worlds for more than 20 years. She is a creative technologist, writer, artist and producer who uses technology to serve this collaborative space.

TOPICS:

- Metaverse Media Futures: Creator-centered Immersive Networks
- Open Metaverse, Interoperability & the Public Commons: Shaping Collaboration & Engagement
- Why Interoperability Matters for our Futures
- Human Connection & The Metaverse of Meaningful Communities
- Creating Meaningful Public Media Futures in the Metaverse
- (Metaverse) Communities as Creative Drivers for Discovery, Innovation & Development

LANGUAGES:

She presents in English.

IN DETAIL:

As an interactive showrunner and production strategist Evo aligns a wide variety of media projects ranging from the Affordable Care Act public campaign to producing more than 500 hours of livestreaming and virtual events during the pandemic. Her work focuses on metaverse media and the creative potential of interactive, participatory, volumetric and virtual production to change our shared experiences. Evo shapes the future of the open spatial web to connect people through collaborative technologies through her company Playable Agency, providing early stage production strategy and creative worldbuilding that expand reality. Evo serves as co-chair of Open Metaverse Interoperability Community Group, a cross-industry network of collaborators working on independent R&D toward a more effective public meta commons.

WHAT SHE OFFERS YOU:

Creating connections and deep, loving and meaningful bonds with nature, the metaverse and the whole of existence, Evo shares with audiences around the world how she experiments with art, science, creativity and collective consciousness to strengthen the bonds that shape our lives.

HOW SHE PRESENTS:

Evo is a passionate and dynamic speaker who shares her insights into the world of virtual work, design, collaboration, engagement and meaningful interactive play through worldbuilding and metaverse experiences.