

ulrich schrauth

CURATOR // CREATIVE DIRECTOR // ARTIST

Curation/Creative Direction

Founder &

Artistic Director

VRHAM! Festival Virtual Reality & Arts

Annual festival with a focus on immersive arts.

Curated editions: 2018 & 2019

Creative Director

JSH GmbH/Hamburg

Head of Immersive Content. 2018 – ongoing

Curator

Exhibition „Out of Office“ Museum of Labor, Hamburg

Curation and commissioning of three different VR/AR-installations

Lead Artist

„Floating Realities – A Midsummer Night’s Dream in Virtual Reality“

Performative VR Installation of William Shakespeare’s „Midsummer Night’s Dream“, in development

Speaking Experience

Panels/Keynotes

ART WERK Moscow/Russia (2018)

„IMMERSIVE WORLDS & MIXED REALITIES: When Art meets Technology“ (Panel)

SXSW Festival Austin/Texas (2019)

„FULL IMMERSION – VR-Art & the physical space“ (Keynote & Panel)

International Film Festival Cannes/France (2019)
FLOATING REALITIES – A Midsummer Night’s Dream in
Virtual Reality (Pitch)

European Jazz Conference Novara/Italy (2019)
„VIRTUAL REALITY. New experiences for artists and
audiences“ (Keynote)

Jurys

LAVAL VIRTUAL/France (2019)

Recto Vrso – International Festival of Art and Virtual
Reality

VREFEST Rome/Italy (2019)

The international Festival Virtual Reality Experience

Performing Arts

Education

Folkwang University Essen/Germany

Degree: Theatre Performer/Diploma

Engagements

Operettenhaus Hamburg/Germany

Neue Flora Hamburg/Germany

Theater des Westens Berlin/Germany

Theater 11 Zürich/Switzerland

Stadsschouwburg Antwerp/Belgium

Cultural Management

Education

University of Music and Drama Hamburg/Germany

Degree: Cultural Manager/Diploma

Engagements

Thalia Theater Hamburg/Germany

Sydney Festival/Australia

World Theater Festival Hamburg/Germany

Selected Press

DIE WELT, 04.06.2018: „[Echte Kunst, Virtuelle Realität](#)“

Tageblatt, 05.06.2019: „[Virtual Reality Festival: Eintauchen in eine andere Welt](#)“

Podcast NextReality Hamburg, 06.06.2019: „[Immersive Kunst und das VRHAM! Festival](#)“

CINEUROPA, 12.06.2019: „[VRHAM!'s exceptional window into VR kicks off](#)“