



@WebbysWonderWorld

WEBBY'S WONDER WORLD

ABOUT

Webby's Wonder World is an artistic journey into the eccentric world of the Web: an immersive and fun video game-like experience for newbies and young generations, showing the positive aspects of the web but also its dark sides.

It is a conversation about the impact of our digital activities on our offline lives that will hopefully trigger a greater public awareness around ethical issues on the internet and the future metaverse.

And globally, it is an artistic questioning of the impact of digital technology on our human lives through a total immersion in the world behind the screen.

A group of young people are shown in a crowd, cheering and raising their arms. The image is overlaid with a semi-transparent dark blue rectangle containing white text. The text is in a bold, pixelated font and reads: "A PLAYFUL EXPERIENCE IN VIRTUAL REALITY ABOUT THE #GOOD AND THE #EVIL OF A CONNECETO LIFE".

A PLAYFUL EXPERIENCE
IN VIRTUAL REALITY
ABOUT THE #GOOD AND THE #EVIL
OF A CONNECETO LIFE

THEME

Digital realms: Internet, Social Media, Metaverse...

AUDIENCE

Young people (13 years +)
and their families

DURATION

16 min 40 sec

CREATION / PRODUCTION

Gate22 (www.gate22.net)
with the participation of SPAMM

TOPIC

The impact of digital technology
on human lives

GENRE

Artistic / Experimental

VR EQUIPMENT (SUGGESTED)

Oculus Quest 1 or 2

CO-AUTHORS

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GOAL

Raise awareness among young
audiences about ethics on the
internet, new art forms and
new technologies

EXPERIENCE

Static / Solo / Comfortable

LANGUAGES

Spoken English
English and French subtitles

**COUNTRY & YEAR
OF PRODUCTION**

France, 2022

WHO IS WEBBY?

AN ANGEL OF MODERN TIMES

Webby is an angel of the internet – a virtual being who helps users avoid trouble in their digital lives.

He loves surfing, liking, eating cookies, feeding unicorns but especially spending time with his friends. If you too want to be his friend and benefit from his eternal wisdom – follow him into his world @webbyswonderworld.



THE STORY

Webby - a guardian angel of the internet - leads digital neophytes to take a guided tour within his World. His purpose is to protect the users of the Web against abuse and excess, and sometimes against themselves.

The Webby's World is composed of 6 islets, inspired by the most popular uses of the Web.

The visit begins with the islet of **#SocialMedia** where the emphasis is on communication between people in its positive aspects (exchanges, social ties, friendship) but also negative (haters, trolls, harassment). Webby explains each of these phenomena to the viewer.

They continue to the islet of **#Shopping** where they are faced with e-consumption and discover its positive sides (time saving, ease, choice) and negative ones (compulsive purchases, addiction, overconsumption).

The islet **#Info** deals with issues of ease of access for

all and the diversity of information sources, as well as fake news, over information and manipulation of public opinion on the Internet.

They continue their walk to the islet of **#Gaming** where they see the fun, evasive and social sides of online games as well as the addiction, violence, and loss of notion of reality they can cause.

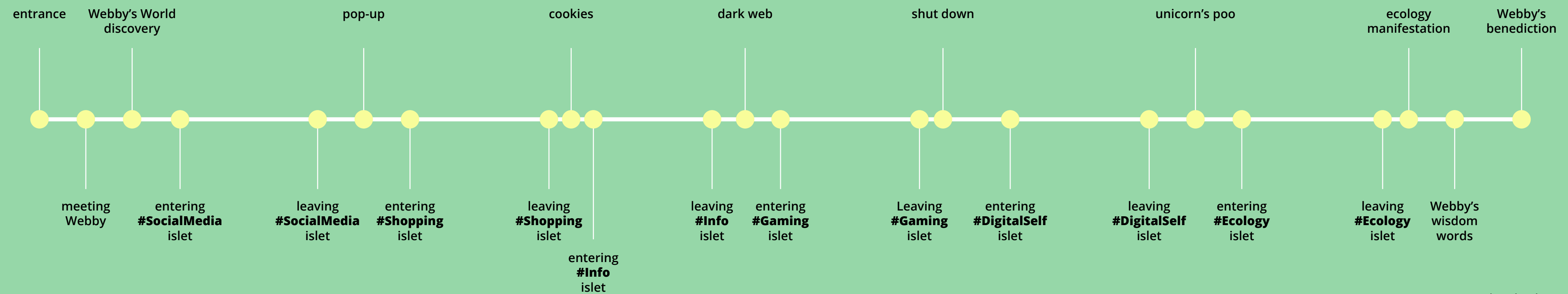
The islet of **#DigitalSelf** talks about online self-image, its permanent improvement and distortion, the spirit of competition, influencers, and narcissism. They end their visit with the island of **#Ecology** where the viewer realizes the direct impact of digital technology on the environment.

At the end of the journey Webby explains to the viewer that his World depends on each user, and therefore everyone must make their own choices so that it becomes a pleasant place for themselves and for others.



USER JOURNEY

NARRATIVE

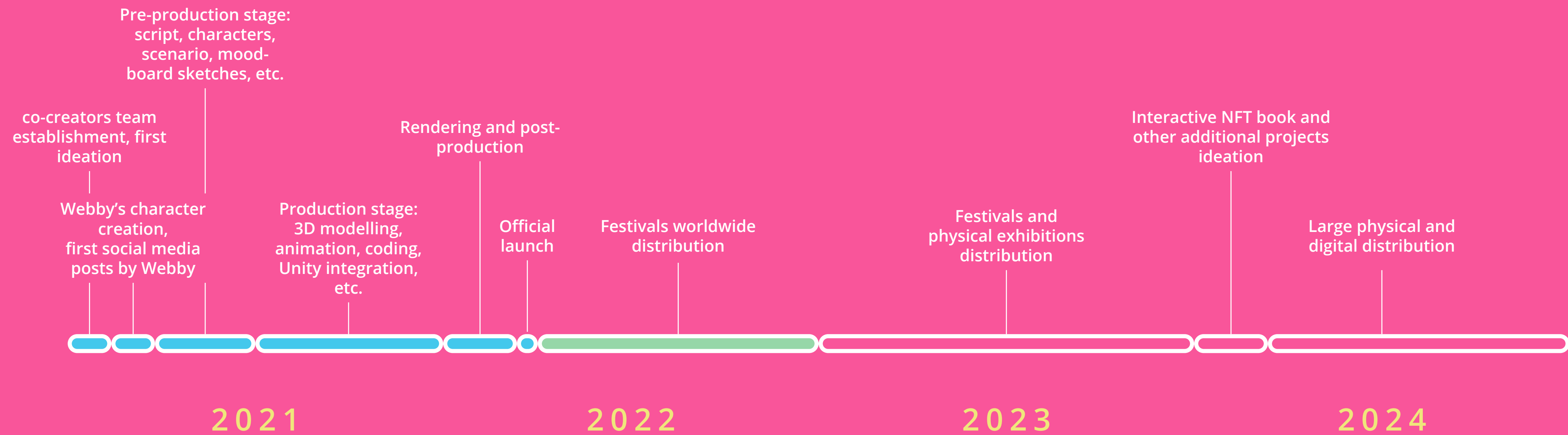


EMOTIONAL





PROJECT TIMELINE





INSTALLATION SETUP

WEBBY'S WONDER WORLD

