DIVE

IMMERSIVE ARTS FESTIVAL

DIGITAL I IMMERSIVE I VIRTUAL I ENVIRONMENT

DIVE – Immersive Arts Festival

The “DIVE – Immersive Arts Festival” is a successful initiative of the Planetarium Bochum. It originated from an initial collaboration between the Bochum Planetarium, one of the most visited star theaters in Europe, and the renowned Schauspielhaus Bochum in 2019. Since then, the festival has been held biennially. In 2025, the fourth edition of DIVE will take place.

DIVE stands for the four core themes of the festival: **D**igitality, **I**mmersion, **V**irtuality, and **E**nvironment. Immersive arts—art forms that completely surround the audience or allow them to “dive in”—are at the center of this initiative, that started as a pioneering project that is unique worldwide. Thanks to its special focus on live performances within the diverse field of immersive arts, DIVE has been a resounding success with both the press and the audience in previous editions.

A significant portion of the contributions take place under the dome of the Bochum Planetarium. International artists make use of the 360° projection system and spatial sound technology of the planetarium. Live and interactively, artists (both individuals and groups) control audiovisual projections that fully surround the audience while performing on the stage of the Star Hall in the planetarium. Works from different artistic disciplines are presented, including theater pieces with virtual stage settings, dance performances with generative 360° image and sound worlds, or innovative musical performances where the audience immerses itself in all-encompassing, live-generated visual and sound environments. In some cases, entirely new art forms emerge, in which the immediacy and archaic nature of a live performance merge with the state-of-the-art technology of collectively experienceable immersion.

The planetarium, which has always been conceived as an immersive space, serves as a special venue at the heart of the international and interdisciplinary festival activities. Additionally, immersive art has also been made accessible in other locations in Bochum as part of the festival in the past, such as the foyer of the Anneliese Brost Musikforum Ruhr and the premises of the Bochum Art Association.

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OPEN CALL 2025

On **November 7th and 8th, 2025**, the 4. edition of the **DIVE – Immersive Arts Festival** will take place.

We are looking for works that combine performative arts from the fields of music, dance, theater, or other forms of performative artistic work with the immersive audiovisual media technologies of a modern planetarium. Selected artworks that are designed as communal immersive experiences outside the planetarium will also be presented as part of DIVE.

This is an Open Call addressed to artists worldwide to propose their works in the field of communal immersive experience for presentation as part of DIVE25 on November 7th and 8th, 2025. The projects should be in a fully realized or advanced stage of development and be documented through photos, videos, or other work samples. Works originally conceived for other immersive media technologies and performance contexts that are technically and conceptually suitable for adaptation to the media technologies of the planetarium may also be considered for the DIVE festival. Projects still in the conceptual stage or early development cannot be considered.

To propose your work for DIVE25, please submit a **project description** by

Monday, April 21st, 2025 (inclusive) to: **contact@divefest.de**

Please include key details in the project description like the **duration of the performance** (the maximum length of a performance at DIVE is 40 minutes), the **number of people required** for the performance and any additional **technical equipment** needed beyond the systems available at Planetarium Bochum (see the technical information below).

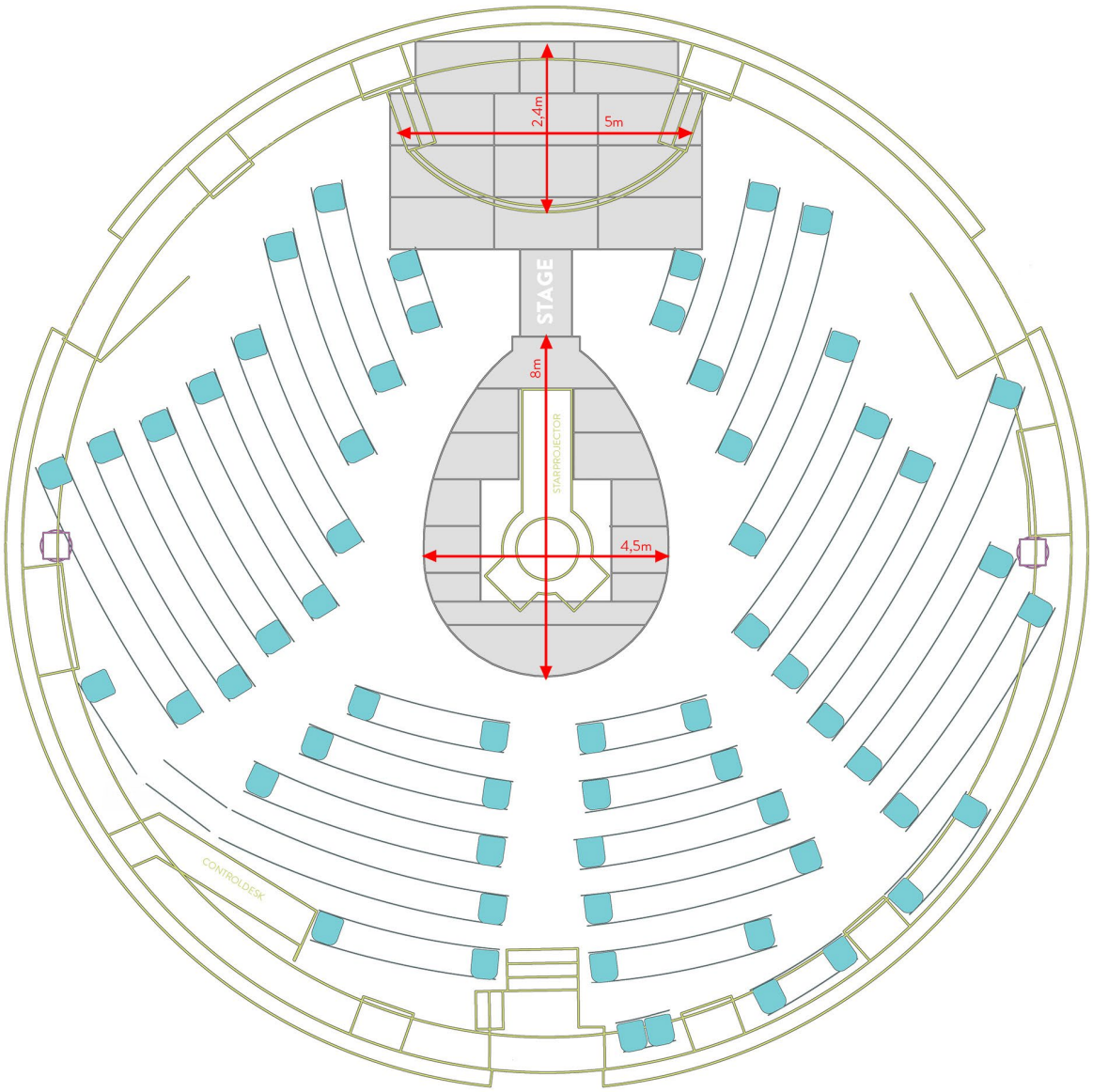
The descriptive text for your work should not exceed 5,000 characters. For the purposes of this Open Call, a **rough sketch of the technical setup** is sufficient. If necessary, we will contact you to discuss technical details.

Please attach links to **images, audio, and/or video material**, if available. In addition to your **contact information**, you are welcome to include links to your wider body of work, such as your online portfolio or your agency website.

A limited **budget** is available for the realization of works as part of DIVE. Therefore, your project description should also include information about the costs associated with the performance, including travel and accommodation, any special equipment rentals, licenses, and fees.

When assembling the DIVE program, artistic quality is an important factor, but so are overall curatorial considerations. One of the goals of DIVE – Immersive Arts Festival is to present the broadest possible spectrum of artistic approaches in the field of shared immersive experience. There is no entitlement to be included in the festival program.

Overview of the Bochum Planetarium



Bochum Planetarium, 20m non-tilted dome, 251 Seats

Videosystem	Audiosystem	Player
Zeiss LED Velvet Fulldome System	DANTE Audio Network with QSC Core 500i 24 x QSC CXD4.2Q amplifiers 56 x QSC AD-S82 speakers 4 x BOSE MB-210 subwoofers	Realtime Dome Video System, Microsoft Windows based, 4096 x 4096 @ 30fps
Zeiss Universarium IX Starprojector	New Audio Technology SAD-P Spatial Audio-Processor	Nuendo Audio Workstation

DIVE 2025 Team

DIVE Concept & Management: Tobias Wiethoff, Technical Direction & Systems Engineer: Sven Giersch
Planetarium Director: Prof. Dr. Susanne Hüttemeister, Press & Marketing: Friederike Gerwe