

Partner search

Culture sub-Program

Strand/category	EACEA/06/2019- Bridging culture and audiovisual content through digital
Deadline	20/6/2019

Cultural operator(s)

Name	Bolt Virtual
Short description	Bolt Virtual is a market leader in the emerging technologies of Virtual Reality in Greece. We introduced immersive VR to the Greek market with the first VR lounge in 2016, and are a software development studio specialised in VR applications. Bolt Virtual has developed VR software in marketing, promotion of cultural heritage, gaming, marketing tourism destinations and education. Additionally we have organized a very large number of VR events for companies, conferences, marketing events and art insitutions. Please see examples of our work in www.boltvirtual.gr
Contact details	Lucas Katsikaris, Managing Partner, lucas@boltvirtual.gr

Project

Field(s)	Projects with a virtual reality component
Description	The specific call for proposals has a focus on virtual reality and requires at least 3 partners from 3 different EU countries. As a specialised VR software developer, we are interested in partnering with at least two partners, such as museums and art galleries, who have a specific idea on developing new forms of creation at the cross roads between different cultural and creative sectors, including the audiovisual sector, and through the use of VR, and who are looking for a company capable of implementing the VR component of their proposed Project. We are capable of producing top-notch VR software and VR installations, we have experience in the elaboration & management of EU grants and we have worked with artists in various events and VR software- please see https://www.boltvirtual.gr/gaming-cultural

Partners searched

Countries	Not specified
Profile	Museums or Art galleries or other partners