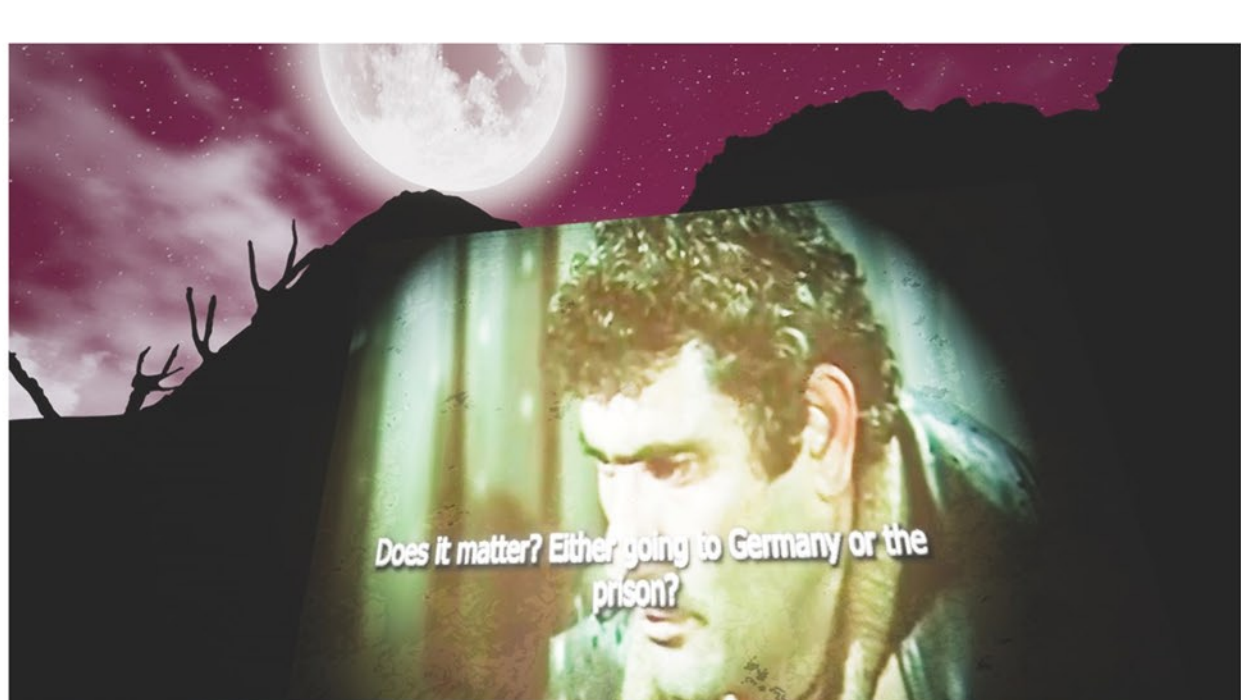
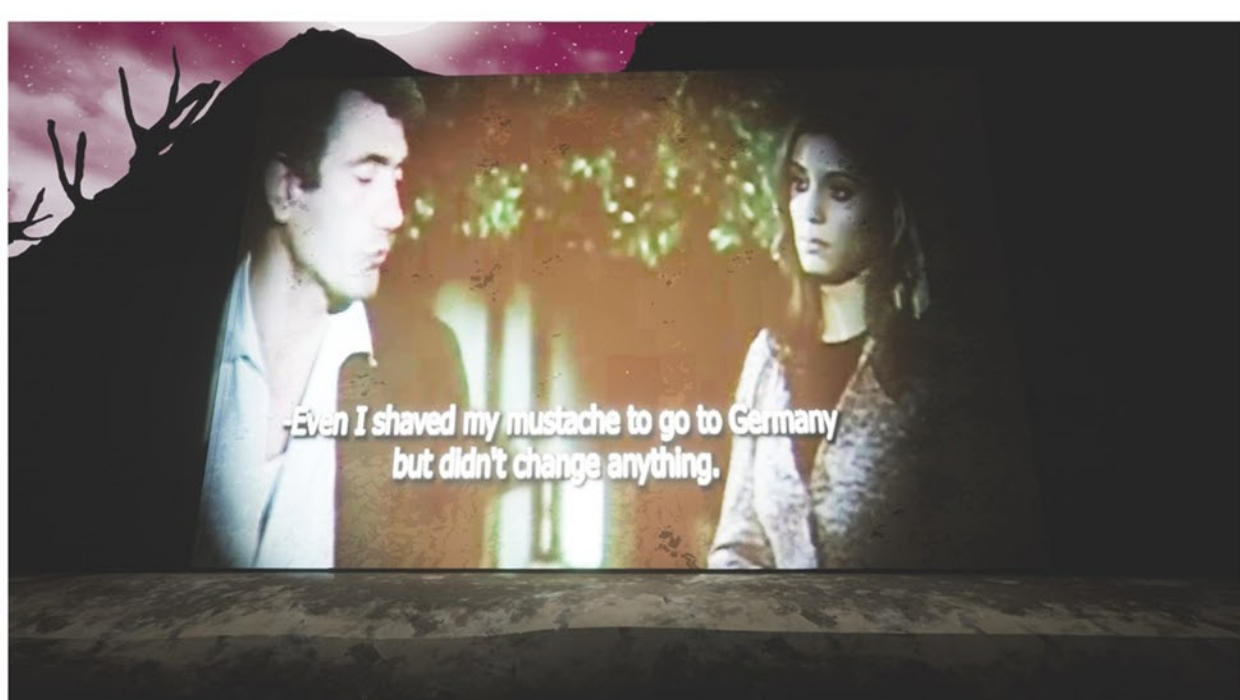
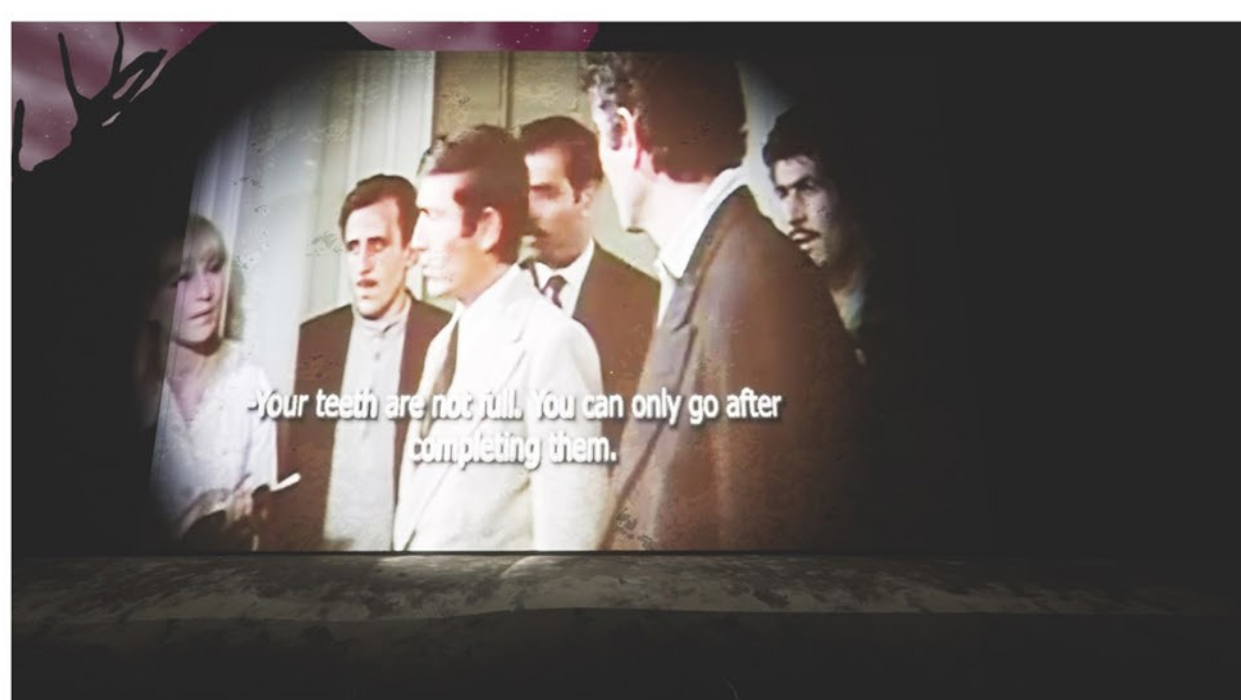
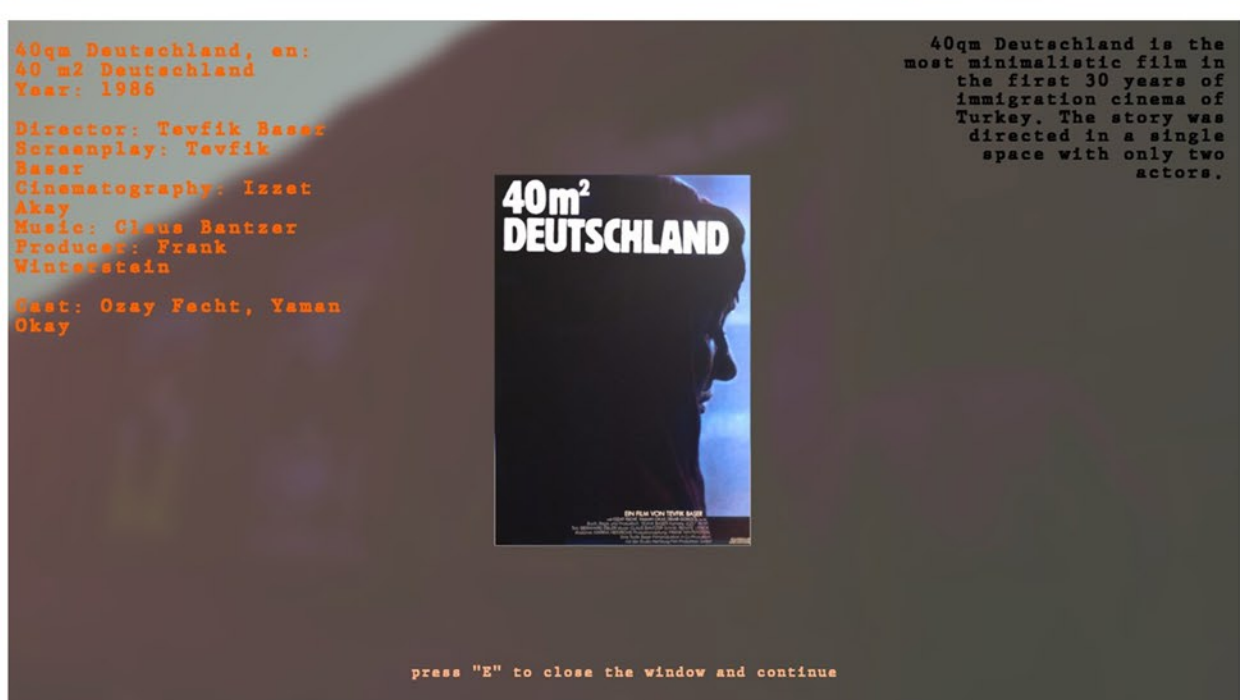
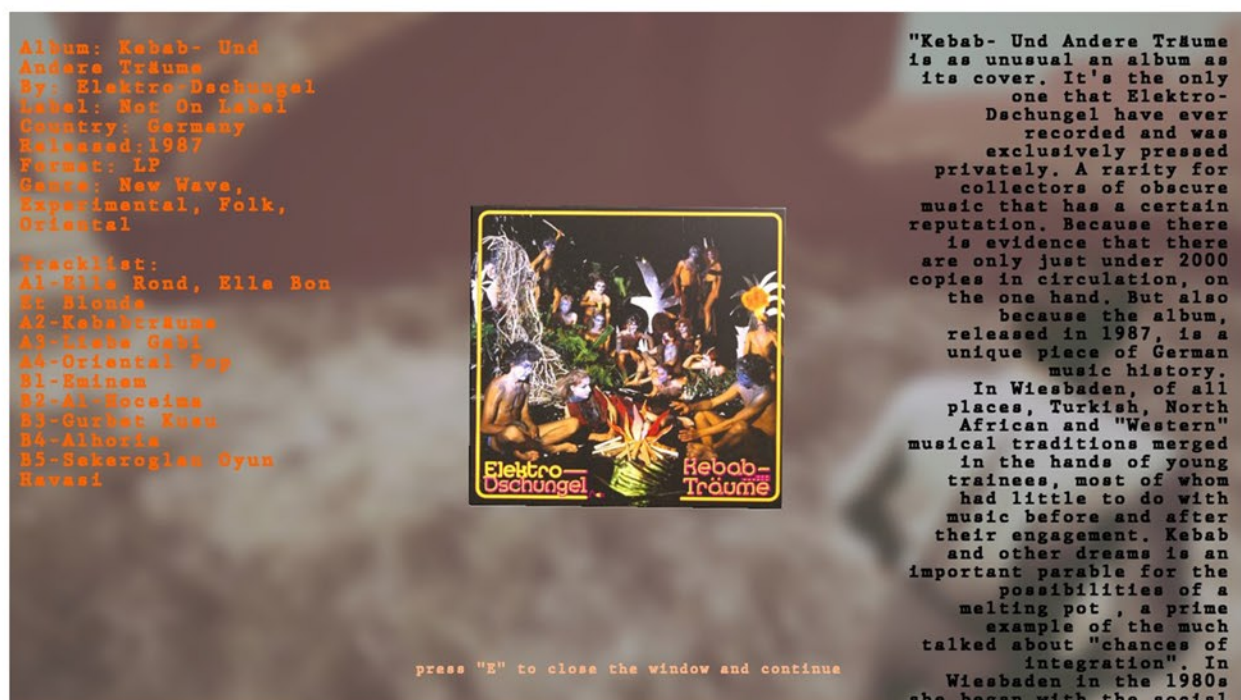
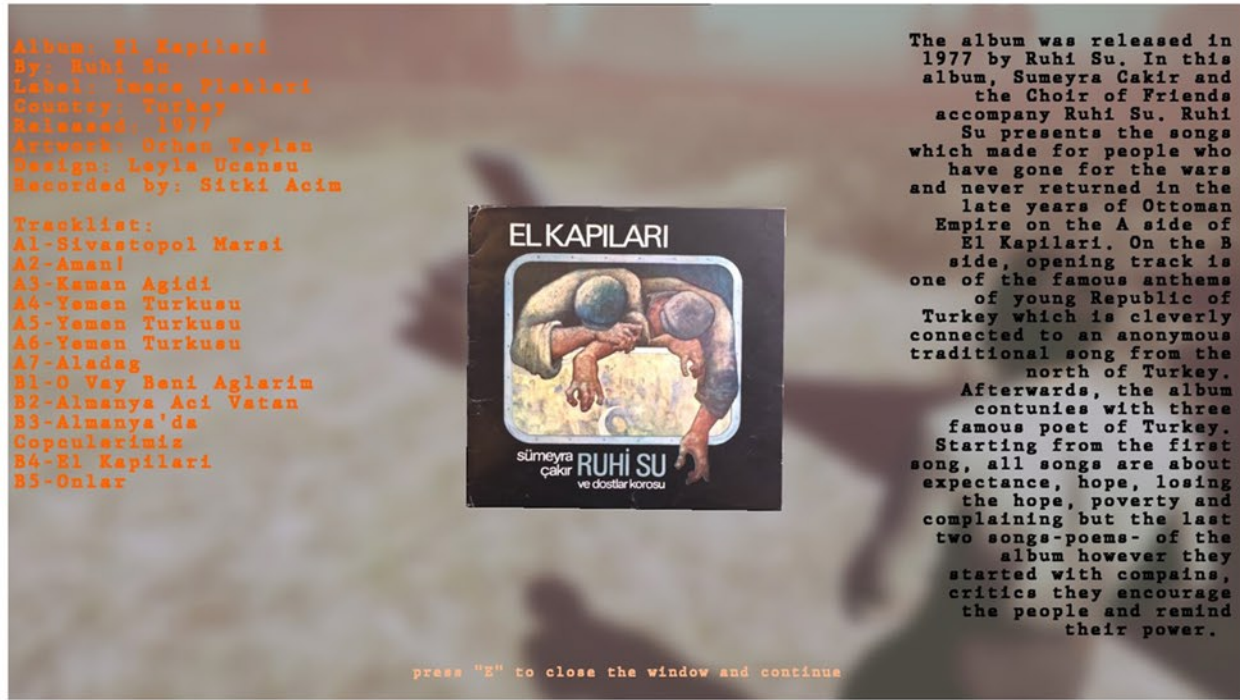


FRENDE TÜREN



An interactive immersive media archive on the trail of Turkish media production of Turkish Immigration to Germany



The history of immigration from Turkey to Germany is 60 years old. For those 60 years, immigration has changed both countries and societies. The reason for those changes is the great number of people who migrated from Turkey.

This sort of massive movement leaves a mark in history and occupies a place in the collective memory. The collective memory has many stories to tell, sometimes by a woman in a small village or by a man in a big city, sometimes by musicians, artists, or directors. Many things have happened in the last 60 years in the lives of Turkish people, and they have found many ways to tell their stories. Since the 1960s, Turkish writers, poets, musicians, directors, Gastarbeiters, and their relatives have been creating many tartworks.

Fremde Türen is an immersive media archive that is presented on a three-dimensional platform. The focus of the project is the reflections of Turkish immigration to Germany on Turkish media production. This research -project- tries to provide a retrospective of those artworks on different levels.

Between 1961-1973 Germany accepted Turkish migrant workers as guest workers (de:Gastarbeiter). In the beginning, those workers were supposed to come to Germany and work for a while then return to Turkey. Some of them returned but a very large number of those workers stayed in Germany. This massive movement has influenced both societies and affected cultural life as well. Therefore, the immigration subject has been an unavoidable issue for storytellers and their artistic creations since the beginning. The artworks in literature, music, cinema, and other artistic platforms about this immigration have been naturally created in time. Fremde Türen aims to collect and document different sorts of media production about Turkish Immigration to Germany in an immersive and interactive environment. It presents music albums, stories, poetry, and cinema examples from the early years of this immigration. While it is presenting the media/art works, it is also trying to create its own story. There are more than 50 writers from Turkey that have about 100 publications on the matter of Turkish immigration. These numbers are only in the first three decades of immigration (1961-1989). In the film industry, about 60 films were directed by Turkish directors. The musical production is even more intense compared to literature and films. All those media works were collected, edited, and translated into English. Fremde Türen was created in a game engine (Unreal Engine). The project consists of three-dimensional models, photogrammetric objects, environmental designs, architectural objects, prop designs, sound compositions, sound recordings, edited videos, radio shows, and audiobooks. The analog media works digitized and implemented in the three-dimensional game environment. The project consists of several level designs which provide audio-visual interactive experiences for audiences. The audience can experience different sorts of artworks at different levels such as they can listen to music albums, watch movies, and listen to radio shows and audiobooks about Turkish immigration to Germany.