

VAi and DE SINGEL present a performance and exhibition on virtual space as a refuge (Belgian premiere)

## **An online game as a safe haven, *Plum Road Tea Dream* proves that it's possible**

**ANTWERP** – How can a game offer a solution to the growing sense of insecurity in our society? Antwerp-based artist Samuel Baidoo has developed an autobiographical virtual world as a place of refuge. Wandering and encounters take centre stage, becoming an archaeological process of mourning, healing and play. Awaken the gamer within you and dive into this analogue and virtual journey of discovery from 8 April.

### **A multifaceted, semi-autobiographical story**

*Plum Road Tea Dream* is a multidisciplinary project by artist Samuel Baidoo (they/them) in collaboration with, amongst others, new media artist SonDi. The project takes various forms: a video game, performance, exhibition and lecture. Baidoo reflects on their experiences as a queer person of colour and transforms their pain, joy and sorrow into game lore. They created the avatar 'S', whose memories and safe havens you can visit. Each space becomes a sanctuary, where visitors and players are invited to slow down and wander. Exploring means delving deeper into S's psyche. Wandering and encountering become an archaeological process of mourning, healing and gaming. Levels, graphic styles and tones shift as you plunge ever deeper into this world, and thereby into yourself.

*Plum Road Tea Dream* tells the semi-autobiographical story of 'S', a young game designer who creates virtual spaces that reflect their own introspective journey. As you investigate their life, you discover the complexity of pain, joy, sorrow, celebration, self-realization and the need for new rituals. *Plum Road Tea Dream* invites you to slow down. It awakens the urge to face your own thoughts, ask questions and to feel.

***“A digital space for grieving, a game with healing powers.”*** – Samuel Baidoo

*Plum Road Tea Dream* takes a critical look at video games as a medium for glorifying violence and imperialism. Samuel Baidoo aims to redefine this by focusing on connection, introspection and healing. They utilize video games as a means of connecting to both the individual and society.

### **A game for art lovers**

*Plum Road Tea Dream* is what is known as an artistic video game, a genre that is not particularly well known in Flanders, but is no less beloved for that. The art game is primarily designed as an artistic experience. Aesthetics, emotion, meaning and thematic depth are more important than in a traditional game, which focuses primarily on winning, losing or action. It sits at the intersection of traditional art forms (such as painting or film) and interactive media. The creators pride themselves on the fact that their games form part of cultural heritage. And it's catching on. The proof lies in the many online forums and awards dedicated to this new art form.

Even before its release, *Plum Road Tea Dream* is already a hit. Baidoo's game has been nominated for the Nuovo Award at the 2026 Independent Games Festival Awards and is also shortlisted for numerous other international gaming accolades. Visitors to the exhibition will gain a sneak preview of the game prior to its release on 27 June 2026.

***“Video game art is relatively unknown in Belgium, but it is carving out a place of its own in the global art world. For example, the Japanese city of Yokohama is building a museum entirely dedicated to video game art.”*** – Samuel Baidoo

### **Who is Samuel Baidoo?**

Samuel Baidoo is a creator, performer and mentor. Throughout their individual journey, they weave autobiographical experiences into a wide range of art forms. Baidoo's work invariably begins with the intuitive creation of a new archive filled with images, snippets of text, film stills, documentaries, pieces of music or excerpts from series, films, games or manga. Sharing this archive continually reveals new content with which they continue to work. In this way, they associate and connect with the world around them.

Baidoo works from their own studio, but also creates commissioned productions and is one of the artistic directors of the Hanafubuki artists' collective. In recent years, they have collaborated with Agostina D'Alessandro, Tuur Marinus, tout petit, Michiel Vandeveldde and Nikima Jagudajev, amongst others. In addition, Baidoo mentors dance students at the Royal Conservatoire of Antwerp every year.

## **Exhibition**

*Plum Road Tea Dream*

From 8 April 2026 to 28 June 2026

DE SINGEL expo

Desguinlei 25, 2018 Antwerp (BE)

Open from Wednesday to Sunday

From 14.00 to 19.00; until 22.00 during evening performances

€5 (Tickets available at [vai.be](http://vai.be) and [desingel.be](http://desingel.be), and at the venue)

€0 (students, under 19s, concessionary rates/Omnio status and ICOM members; tickets available at the venue only)

## **Performances (SOLD OUT)**

*Samuel Baidoo. Plum Road Tea Dream*

On 3 April 2026 and 4 April 2026 at 19.00

DE SINGEL expo

Desguinlei 25, 2018 Antwerp (BE)

standard: €15 | 65+: €14 | 26–35 years: €10.50 | under 26: €7.50

tickets & info op [vai.be](http://vai.be) and [desingel.be](http://desingel.be)

> Belgian premiere. Your ticket to the performance also grants you entry to the exhibition.

### **VAi press contact**

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[DOWNLOAD PERSBEELDEN](#)

## **Plum Road Tea Dream**

**08.04.2026 – 28.06.2026**

**VAi in DE SINGEL**

**Organization and production** Flanders Architecture Institute (VAi) and DE SINGEL, Hanafubuki vzw & Marie Luyten

**Creation** Samuel Baidoo

**Project Coordinator VAI** Hülya Ertas

**Production Management VAI** Nino Goyvaerts

**Production Management DE SINGEL** Jessie Bervoets

**Production Hanafubuki vzw** Myrthe Bokelmann

**Technical production coordination** Guy Anthoni

**Lighting design** Ellie Bryce

**Coaching** Nikima Jagudajev

**Set design assistant** Hanne Holvoet

**Installation and technology** Jurgen Fonteijn, Percy Verdonck, Pepijn Willekens

**Metalwork** Sam Sterk & GATAM

**Textiles** Marianne Bierboom, Marleen Grauls, Showtex

**Translation and editing** Patrick Lennon (NL–EN), Stine Sampers (EN–NL), nick von kleist (EN)

**Press and Communications** Egon Verleye

**Public outreach** Rosan Meijer

**Distribution** Good Company

**In co–production with** Per Podium, C–Takt, De Brakke Grond, De Singel, workspacebrussels, 0090

**With the support of** Het Bos, Campo, De Studio, STUK, De Grote Post, wpZimmer, STORMOPKOMST, CC Brugge, Sybil Berlin, MORPHO

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**The following partners support the VAI programme**

Reynaers Aluminium, Forster, Febelcem, wienerberger, Stone, Cosentino, Vola and Vande Moortel

## **Game credits**

**Creative direction** Samuel Baidoo

**Co–author** Fran Vincent

**Programming** Pepijn Willekens

**3D artists** Ewout De Vos, Diego Fabri, Jenna Van Wezemaal, Nathan Goffin, SONDI, Matthias Willemen, Jira Duguid, Danielle Brathwaite–Shirley, Ricardo José Gomes Vieira

**2D artists** Che Go Eun, Salina De Donder, Sara Lâm

**Music** Dimitra Sofroniou, MIMI, Tsubasa Hori, Ciska Vanhoyland

**Voice–over** Samuel Baidoo in collaboration with Anima O. Cassamajor

**Home screen visuals** Hussein Shikha

**Graphic Design** Dani Santander

**Coaching** Jedidjah Julia Noomen, Esmeralda Hoffman

**Video editing** Salomon Poutsma, Yannick De Winter

**Text editing** nick von kleist, Zindzi Tillot Owusu

**Business development** Marie Villain

**Production** Myrthe Bokelmann

**Produced by** Reveal Game Studio

**Funded by** the Flemish Audiovisual Fund (VAF)

**Dreamers in ‘Dream Garden / Asklepieion’** Ben Baidoo, Nenna Nnamoko, Sara Lâm, Anima O. Cassamajor, Zindzi Tillot Owusu, Samuel Baidoo, Fran Vincent, Manu Garcia, Che Go Eun, Shamisa Debroey, Dani Santander, Meron Verbelen

**Clay tablets ‘New Gods Generator 3000’** Bianca Neyre, Giorgi Urusmadze, Gwen Verlinden, Hanne Holvoet, Kaori Ishiguro, Lola Bogaert, Manu Garcia, Mischiko Salia, Nona Sadey, Samuel Baidoo, Sari Veroustraete, Tamayo Okano, Valeria Secchi, Clais Lemmens Boon, Ingrid Van Samang, Esth Fantuzzi, Yasmin Van der Rauwelaert, Priss Niinikoski, Caroline Dumalin

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