

# Special Topics in Interactive Performance and Technology, Spring 2013

## [Sketch One: Interactive Improvisation]

In Sketch One, students will explore innovative ideas of integrating performer's body movements with interactive technology and create an interactive prototype on a stage setting. Technology for the performance will be defined by participating students. Motion capture, projection mapping, wearable computing techniques will be introduced in the studio.

Presentation date is Wednesday February 13 at ETB #2005.

This is a collaborative project from three departments: VIZ, Dance and CS. Students will collaboratively work and present their performance + technology prototype. Teams will have 5 minutes to formally present their concept design and implementation, 10 minutes to demonstrate the system prototype and 5 minutes for feedback and questions.

### **Task: Create a performance with interactive technology on a stage**

- Theme: Direct / Indirect Space
- Length of Performance: Around 2 minutes
- Project type: Interactive Projection or Interactive Wearable project
- Pick one Laban's movement efforts at least
- Design costumes and the stage

### **Part 1 - Identify your team**

- Find team members based on your interests
- Share contact information
- Set meeting times
- Distribute roles

### **Part 2 – Concept**

- Develop a concept for an interactive performance that incorporates the theme, "*Direct/Indirect Space*" with a broad interpretation.
- Contextualize your work within contemporary art +technology frame – you can contextualize your piece theoretically, critically or historically
- Dancers need to develop structured improvisation exploring Laban's movement efforts.
- Visual artists and programmers need to develop a system that visualizes a dancer(s) movement in the performance space.
- Consider the look of the media environment as well as how you are going to track dancers' movements
- Design the space considering performers, developer, and audience.
- You will need to create meaningful interaction between dancer and system

### **Part 3 - Research**

You should include two types of research:

- Research on other projects that are related to yours. Make sure the projects relate to your concept and not just the technology.

- Research/ experiments on your own experience in the system

This research needs to be part of your presentation as well as your blog documentation.

#### **Part 4 – Implementation**

- You can create your environment in our studio ETB 2005, but it should be easily movable or disassemble-able.
- Consider the method you use to track the dancer. Make sure it makes sense for the dancer in the environment.
- Focus on creating aesthetic relationships between the dancer's gestures and the system's response.
- The appearance/ sound of the system's response is an important part of performance
- Each team can modify the stage setup (projection screen, other aesthetic objects)
- Technology for the performance will be defined by participating students.

#### **Part 5 – Presentation / Show**

- Slides
- Present your concept, title, experience, research and a demonstration of the environment
- Use supporting images, sounds, drawings schematics, screen shots to illustrate the project, the interaction and the environment.
- Technical description
  - Sensing and visualization
  - Programming logic (pseudocode, flow chart)
- Your experience

#### **Part 6 – Documentation**

- Text, Image, Video, Code, Patch, etc.
- Reflection

#### **Evaluation**

Your project will be evaluated by Aesthetics, Interaction, Experience, Presentation, and Documentation

Sketch One: 10%

Documentation 5%

#### **Time Table**

January 30: Concept presentation / team meetings

February 4: Department meetings

February 6: Progress report / team meetings

February 11: Technical rehearsal

February 13: Presentation + Show