# SPECIAL TOPICS IN INTERACTIVE PERFORMANCE AND TECHNOLOGY

Week1\_Introduction Spring 2013

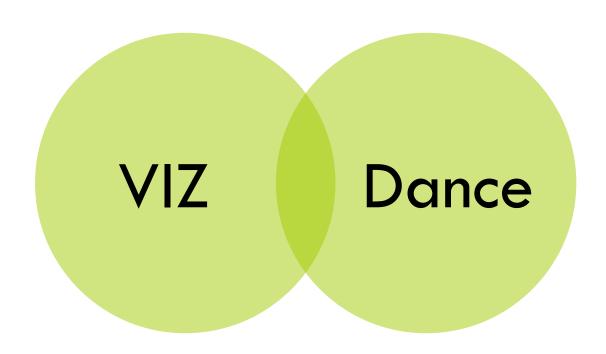
#### Schedule

- □ Mondays, Wednesdays (3 pm 5pm)
  - □ ETB 2005
  - □ PEAP 207

#### Collaboration\_TOP Grant

□ This special offering is an implementation of an TOP grant entitled "Interactive Art and Technology Initiative (IATI)" awarded to Jinsil Hwaryoung Seo, Christine Bergeron, Philip Galanter, and Carisa Armstrong for the Summer 2012 – Spring 2014 calendar year.

# Collaboration\_Departments



# Jinsil Hwaryoung Seo



- Interactive Artist, Designer, Researcher
- Academic Background
  - PhD (Interactive Arts and Technology)
  - MFA (Computer Art)
  - MA (Media Art)
  - BA (Information Science)
- □ Office: ARCC 418B
- □ hwaryoung@tamu.edu
- http://www.embodiedimmersion.com/
- http://www.bodyinterface.com/

# Christine Bergeron



- Department of Health and Kinesiology
- Director of Dance Program
- □ Academic Background
  - B.A. in Dance Education
  - M.F.A. in Choreography and Performance
- □ Office: PEAP247
- □ <u>cbergeron@hlkn.tamu.edu</u>
- http://tamudance.tamu.edu/Christine\_Bergeron.html

## Teaching Assistant

- □ Stephen Aldriedge
- □ MS in Viz
- □ <u>stevo25@neo.tamu.edu</u>

#### Research Assistant

- □ Antoinette Bumatay
- □ MS in Viz
- □ Research Projects for TOP grant

## Course Description

- □ Practice-based course
- Investigates interactive performance as an emerging art-form.
- Explores interactive art and technology practice that integrates the creative and imaginative possibilities of interactive art with its application to new technology research.
- Fosters innovation and the creation of new knowledge in the engagement of the body with emerging technologies.

## Course Objectives

- Create a collaborative interactive performance project by integrating performance and technological skills that support interactive aesthetics
- Demonstrate an increased conceptual and kinesthetic awareness of mediated environments and the ways they affect movement and performance
- Understand and utilize emerging technologies
- Collaboratively plan, design and present ideas and prototypes









#### Course Requirements

- □ One big project and show
  - Two small exercises sketches
- Documenting
- □ Team project (VIZ, Dance)
- □ VIZ, Dance Department Shows
  - Dance: Feb. 27, 28, Mar.1, 2
  - □ VIZ: First week of May

#### Schedule

- Sketch One: Week2- Week5
- Sketch Two: Week5- Week8
- Final Project: Week9 Week14

## **Grading Scheme**

- □ Sketches (2): 15% each
- □ Final Project: 40%
- Final Documents (Documentation Video, Report):
   10%
- □ Class Participation 5%
- □ Research + Documentation (Blog): 15%
- □ TOTAL: 100%

# Course Webpage

□ <a href="http://www.embodiedimmersion.com/?p=1492">http://www.embodiedimmersion.com/?p=1492</a>

# Facebook Group

□ IATI\_Spring2014

#### Resources

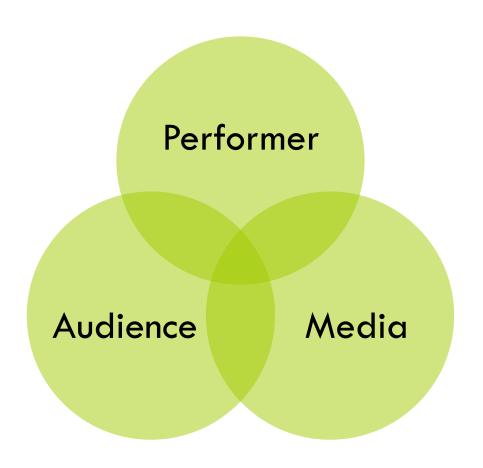
- □ Studios
  - □ ETB 2005
  - Dance Studio (PEAP207)
- □ Hardware
  - Mac-mini
  - Kinect Camera
  - Projector
  - Lighting
  - Arduino, etc.
- Other Materials
  - Projection screens, scrim

# A little bit about you?

- □ Name
- Department
- □ Background
  - Artistic
  - Technical
- □ Expectation (any special request)?

#### Interactive Performance

□ Dance Performance + Interactive Technology



## Taxonomy

- □ Virtual Scenery
- □ Interactive Costumes
- □ Alternate Perspective
- □ Synesthesia
- □ Instrumental Media
- □ Virtual Puppetry

# Examples from last year

#### **Dance Production**

## Assignment

- □ Wednesday (Jan. 15)
  - Set-up your blog, say who you are and include a pic
  - Email your blog address to Stephen(<u>stevo25@neo.tamu.edu</u>) by 6pm tomorrow
  - Post a dance(related) performance that you have seen in person (Due: noon Wednesday)
  - □ If no experience, research.
  - Prepare three page slides of your works (Due: noon Wednesday)

# Wednesday

- □ We will meet at the Dance Studio (PEAP207)
- □ Comfortable clothes for movement