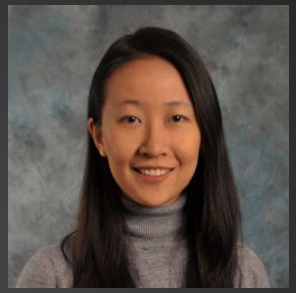
theatre.exe

Interactive Theater with Agency

The Team

Saylee Bhide



Tina Han

Adelyn Jin

Healthy Moeung

Advisors

Brenda Bakker Harger

Chris Klug

Partners

Sam Turich

Gab Cody

Logline

“ How do we give guests **agency** in a **live, in-person performance** by using **technology**?”

Deliverables

- Taxonomy
- Knowledge Base
- Prototype Documentation
- Design Concept Documentation
- Final Article for Well Played Journal

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Recap

Before Halves

“ What are different ways we can give guests agency in a live performance by using technology?”

Knowledge Base

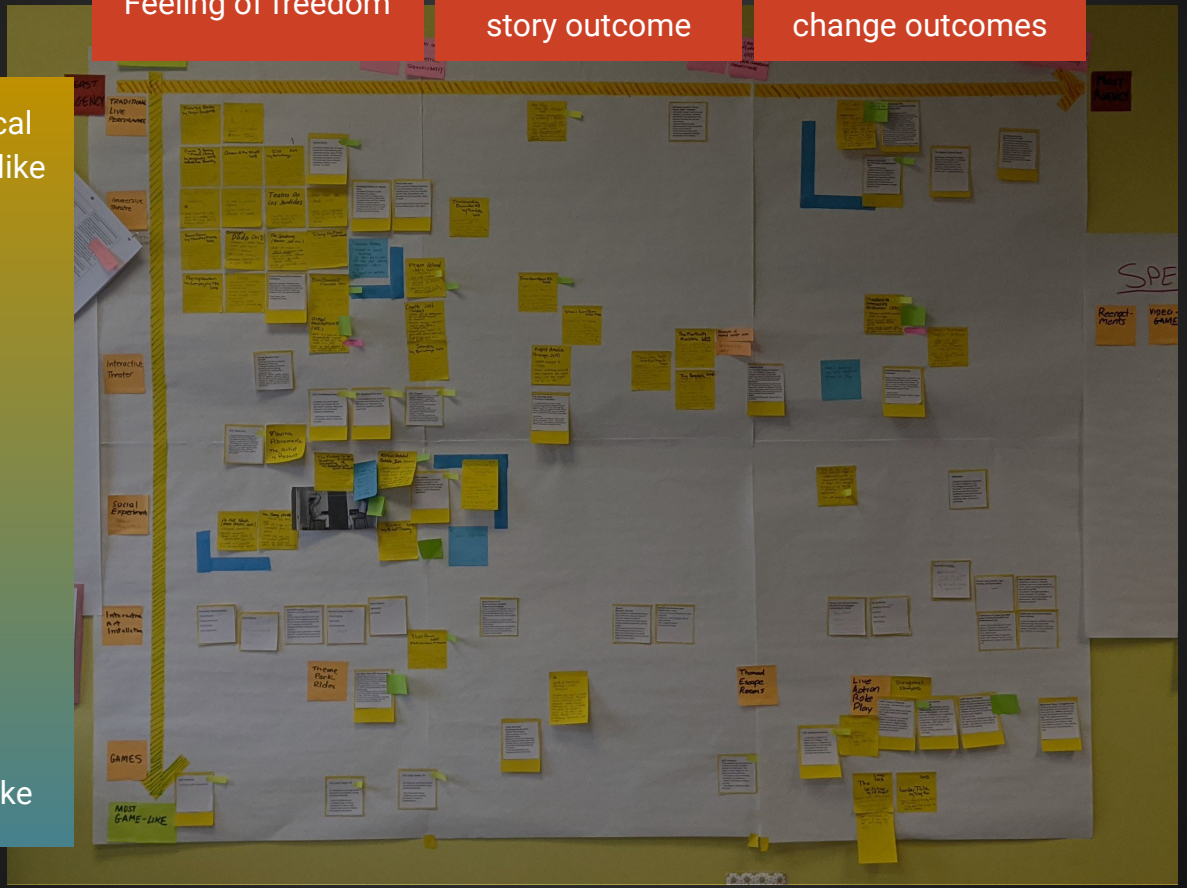
Parameters of Agency

Feeling of freedom	Change your own story outcome	Collaborate to change outcomes

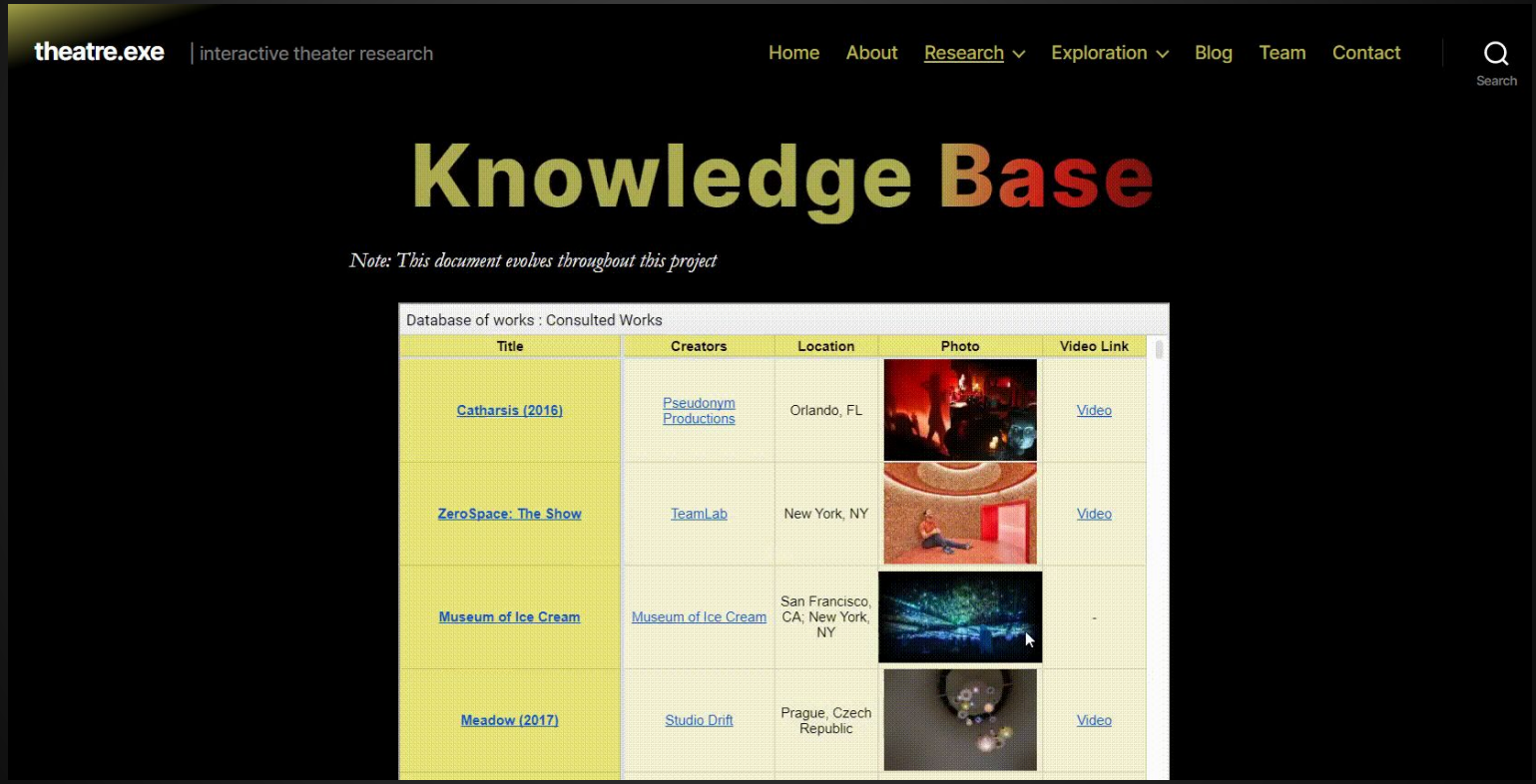
Performance vs Game

Most theatrical performance-like

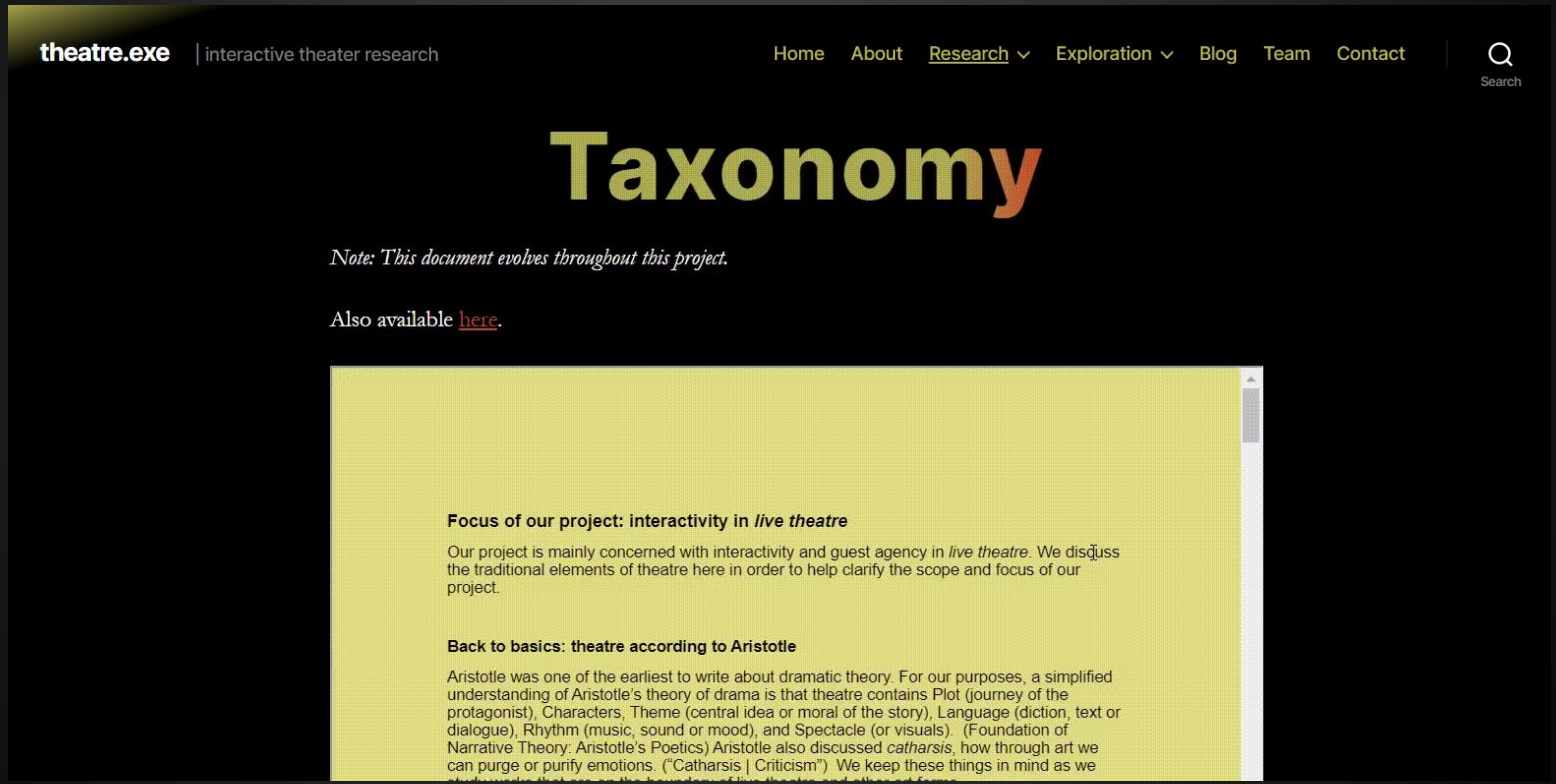
Most game-like



Knowledge Base



Taxonomy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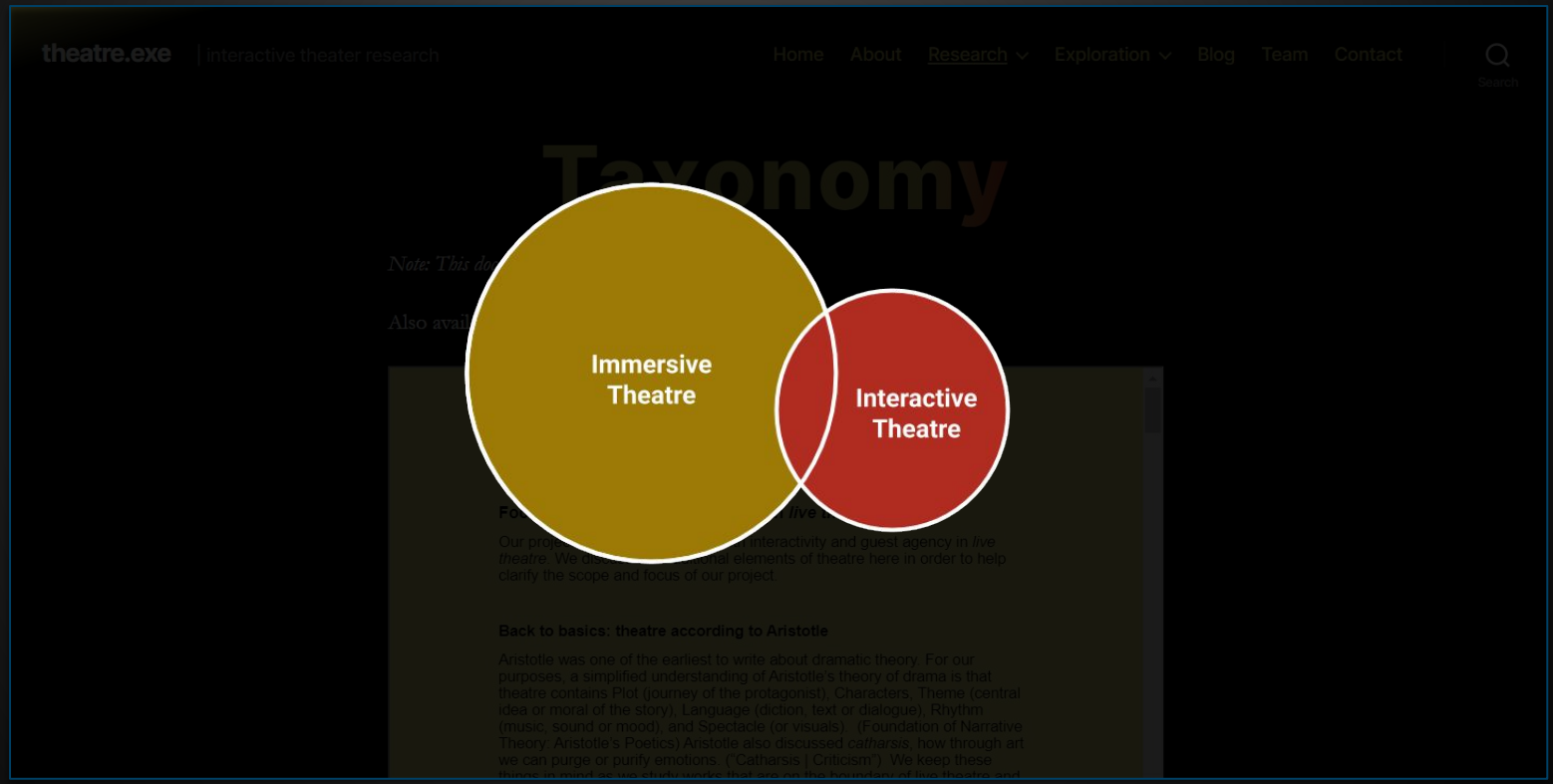
Note: This document evolves throughout this project.
Also available here.
Focus of our project: interactivity in live theatre
Our project is mainly concerned with interactivity and guest agency in live theatre. We discuss the traditional elements of theatre here in order to help clarify the scope and focus of our project.
Back to basics: theatre according to Aristotle
Aristotle was one of the earliest to write about dramatic theory. For our purposes, a simplified understanding of Aristotle's theory of drama is that theatre contains Plot (journey of the protagonist), Characters, Theme (central idea or moral of the story), Language (diction, text or dialogue), Rhythm (music, sound or mood), and Spectacle (or visuals). (Foundation of Narrative Theory: Aristotle's Poetics) Aristotle also discussed catharsis, how through art we can purge or purify emotions. ("Catharsis | Criticism") We keep these things in mind as we

Taxonomy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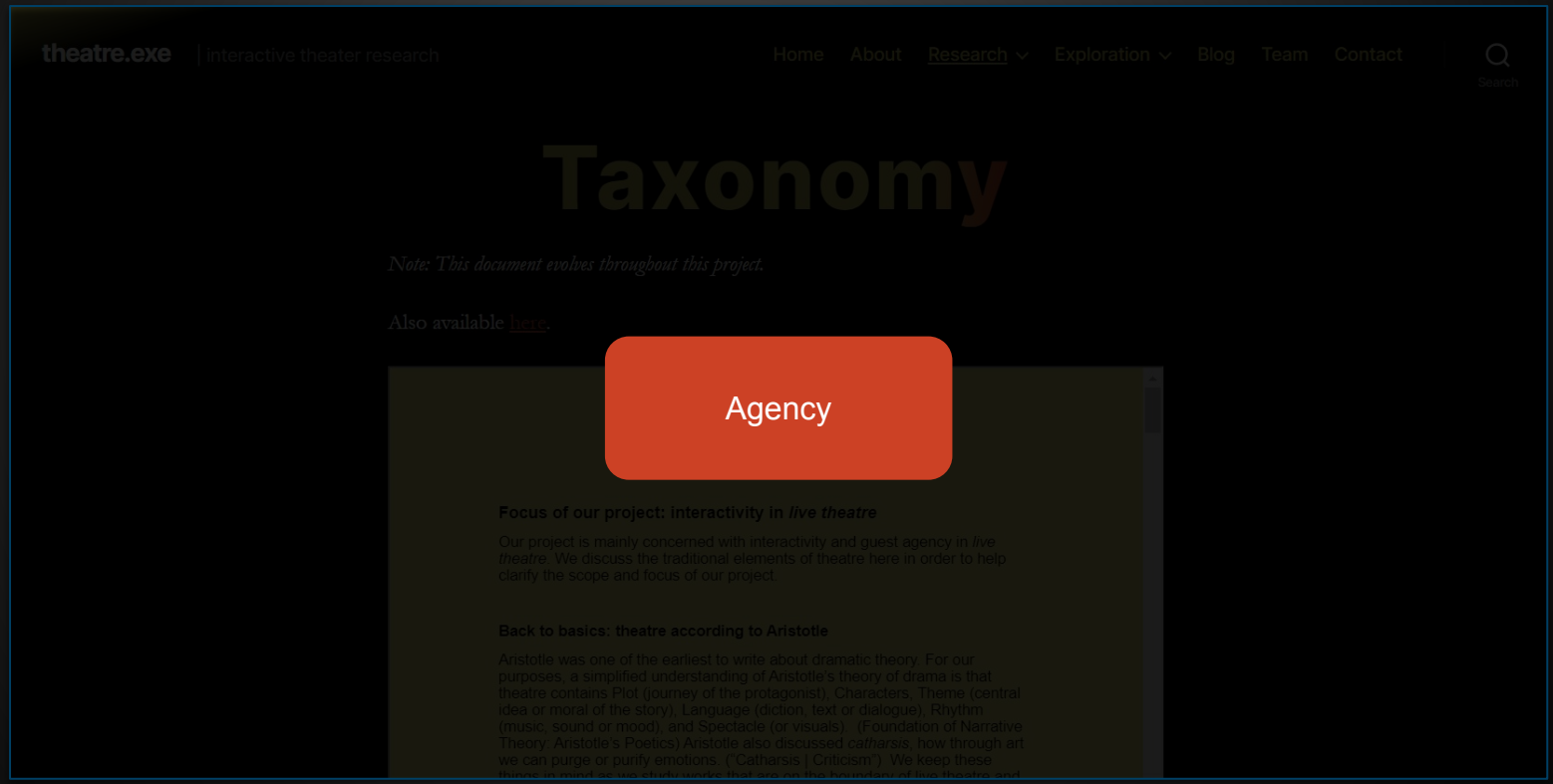
Interactive Theatre
Back to basics: theatre according to Aristotle

Taxonomy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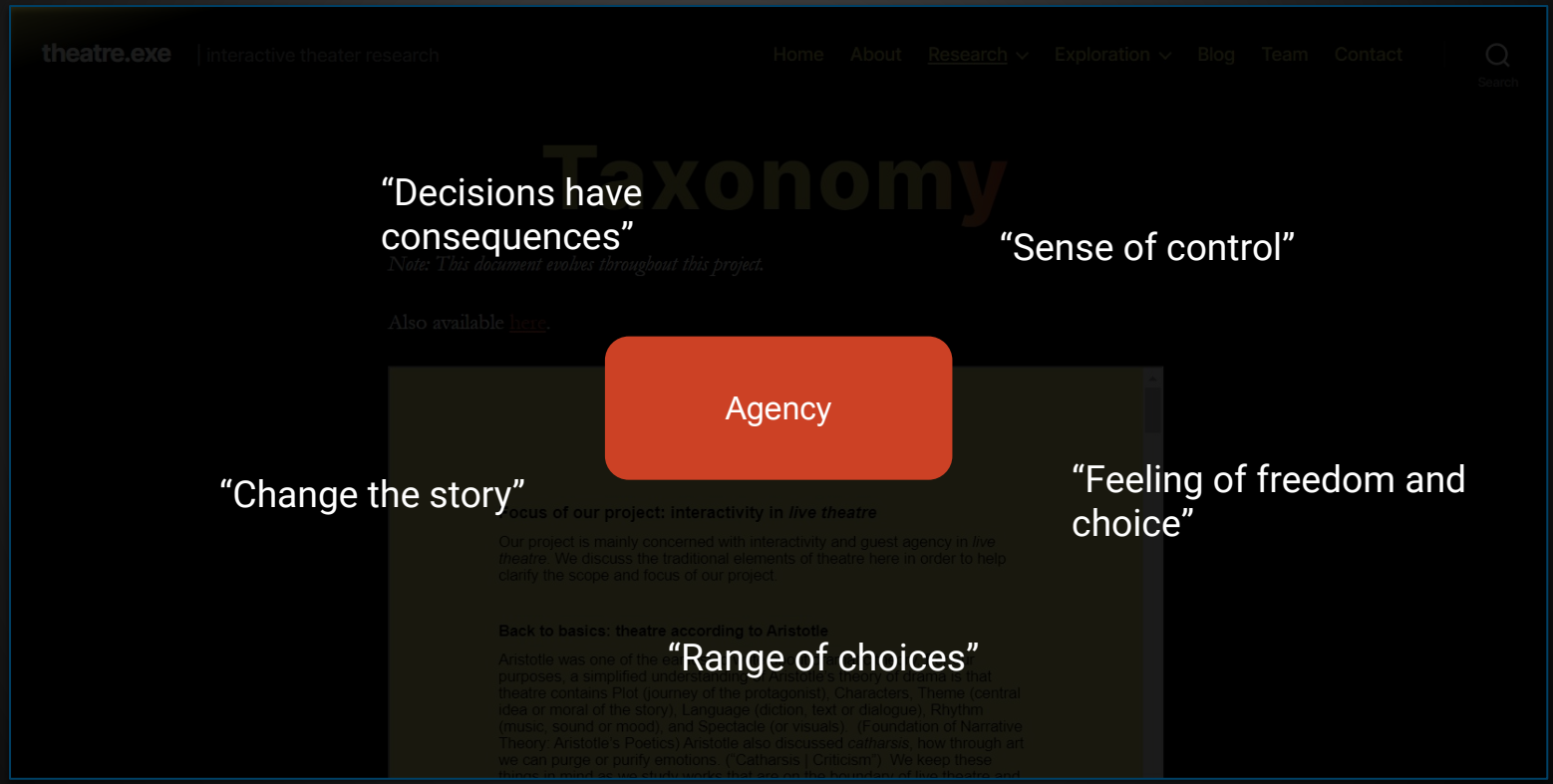
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Note: This document evolves throughout this project.
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“Decisions have consequences”
“Sense of control”
Agency
“Change the story”
“Feeling of freedom and choice”
“Range of choices”
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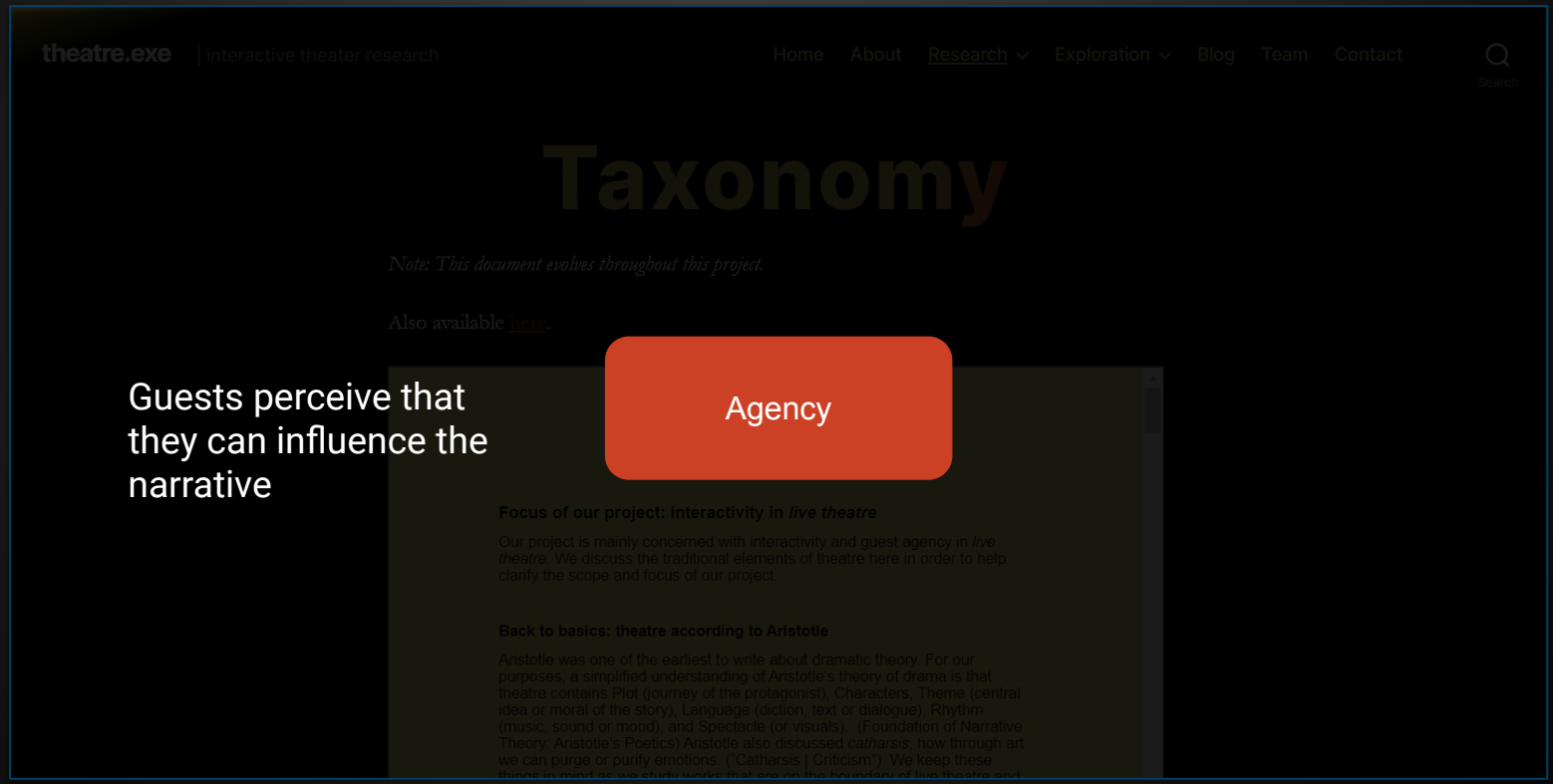
Before Halves

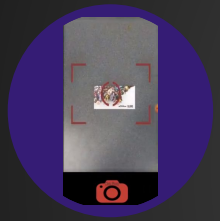


Guests perceive that they can influence the narrative

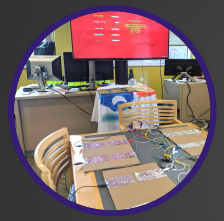
Agency

Prototypes

“Snapshot”



“Emote Me”



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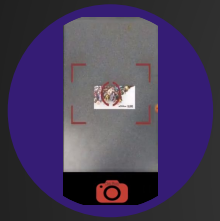
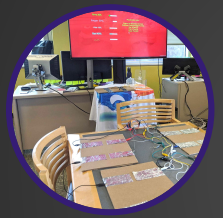




Feedback

Narrative
Suggestions

Project
partners

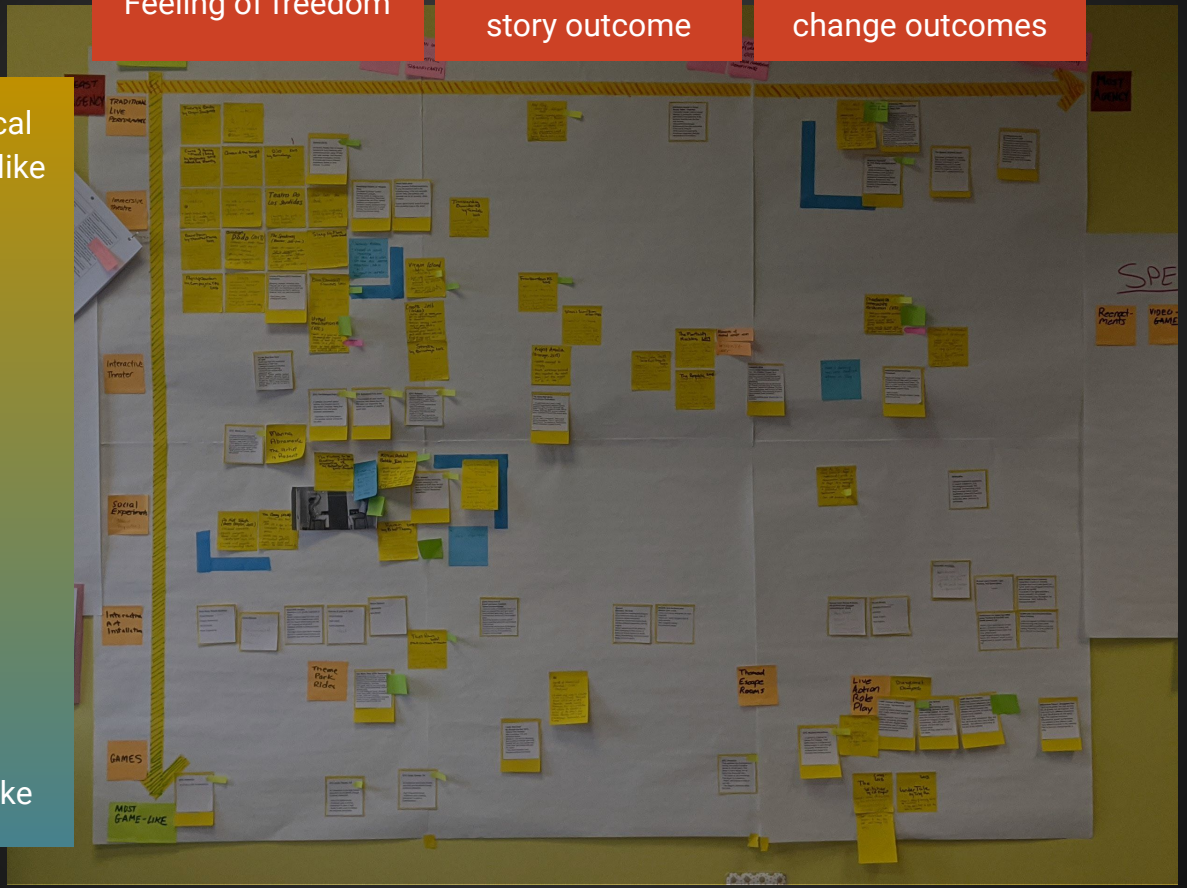
Parameters of Agency

Feeling of freedom	Change your own story outcome	Collaborate to change outcomes

Performance vs Game

Most theatrical performance-like

Most game-like



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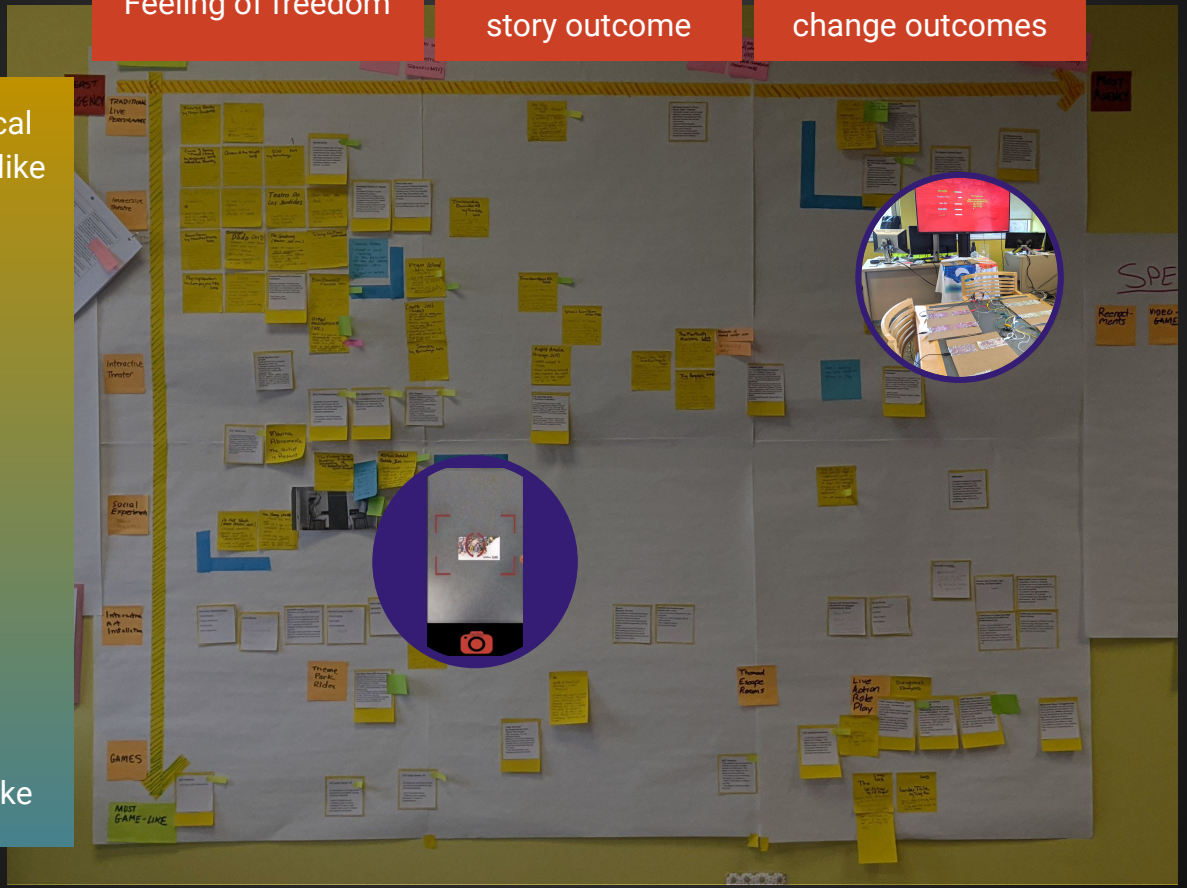

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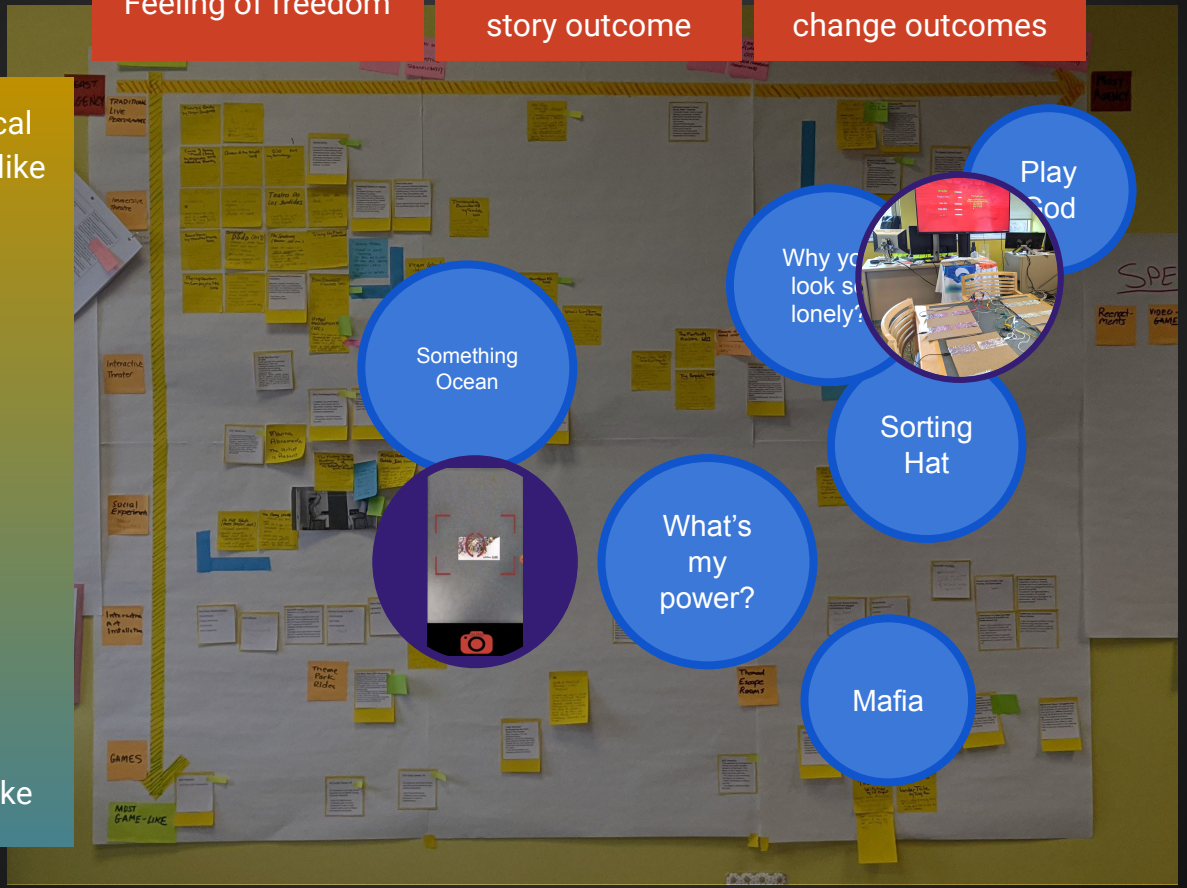
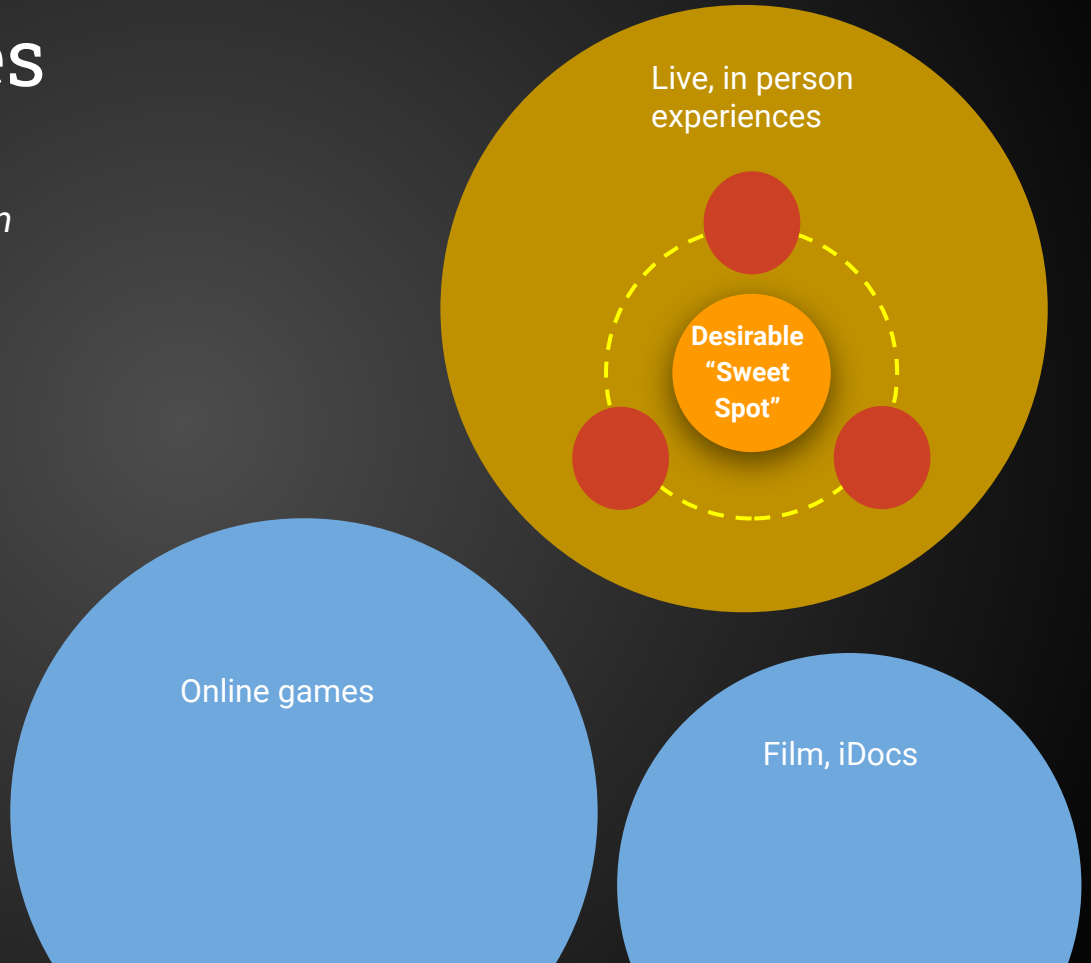


Pivot

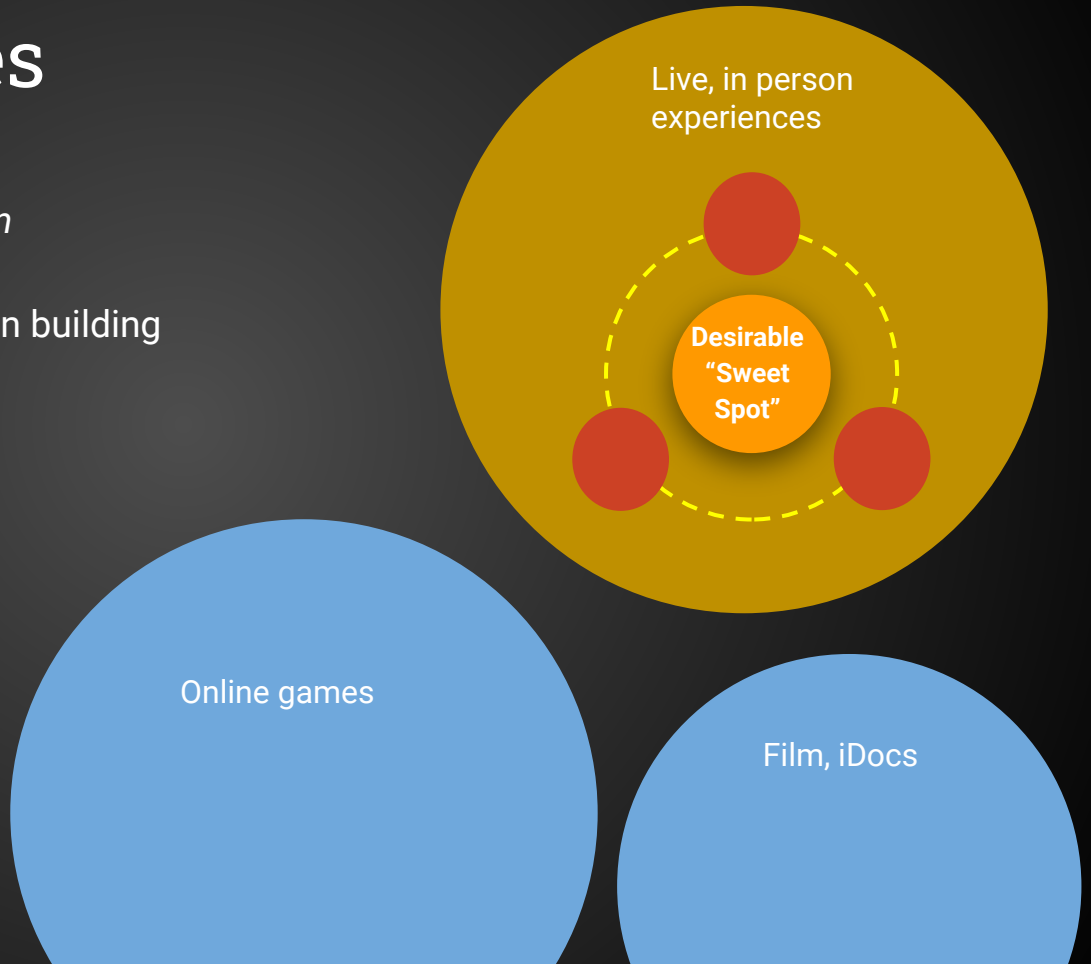
Pivots After Halves

- We still want to study *live, in-person performance*



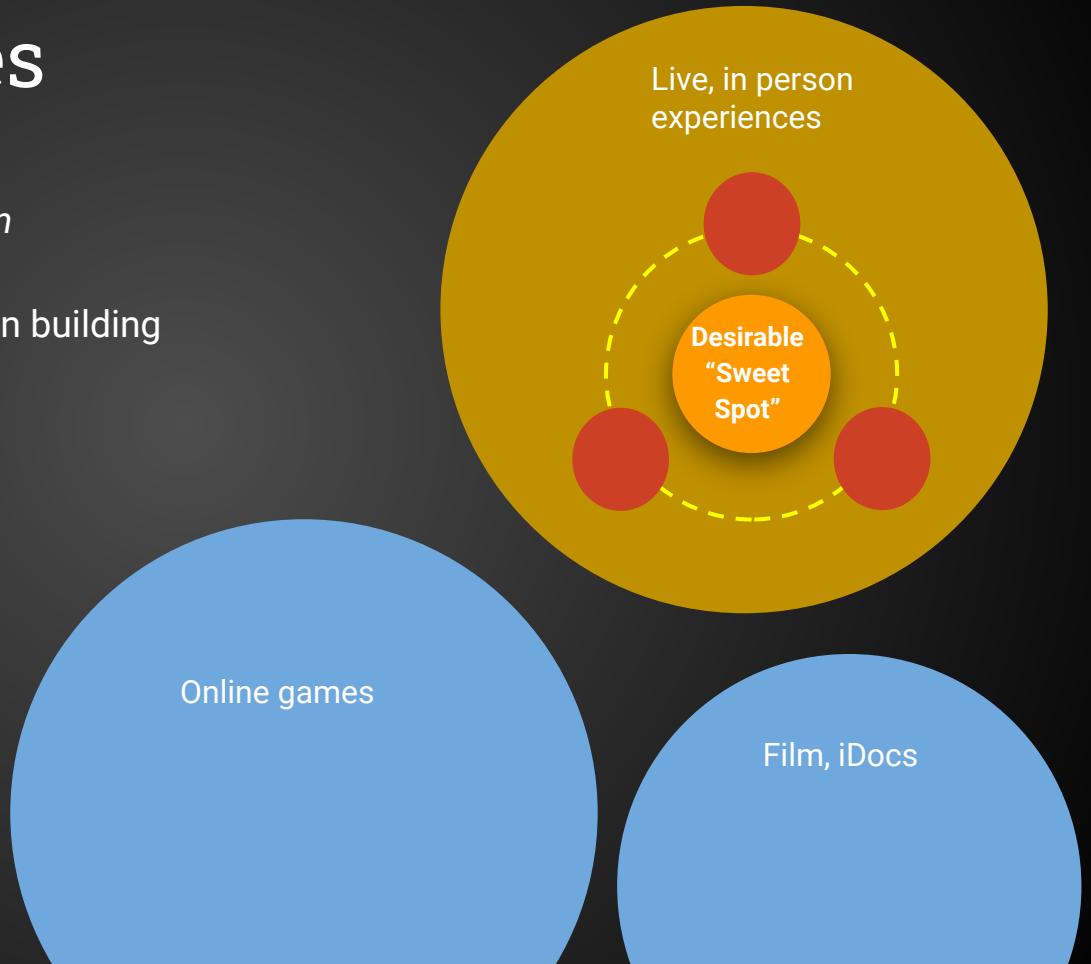
Pivots After Halves

- We still want to study *live, in-person performance*
- Theory is more important to us than building something physically



Pivots After Halves

- We still want to study *live, in-person performance*
- Theory is more important to us than building something physically
- Lead with the narrative

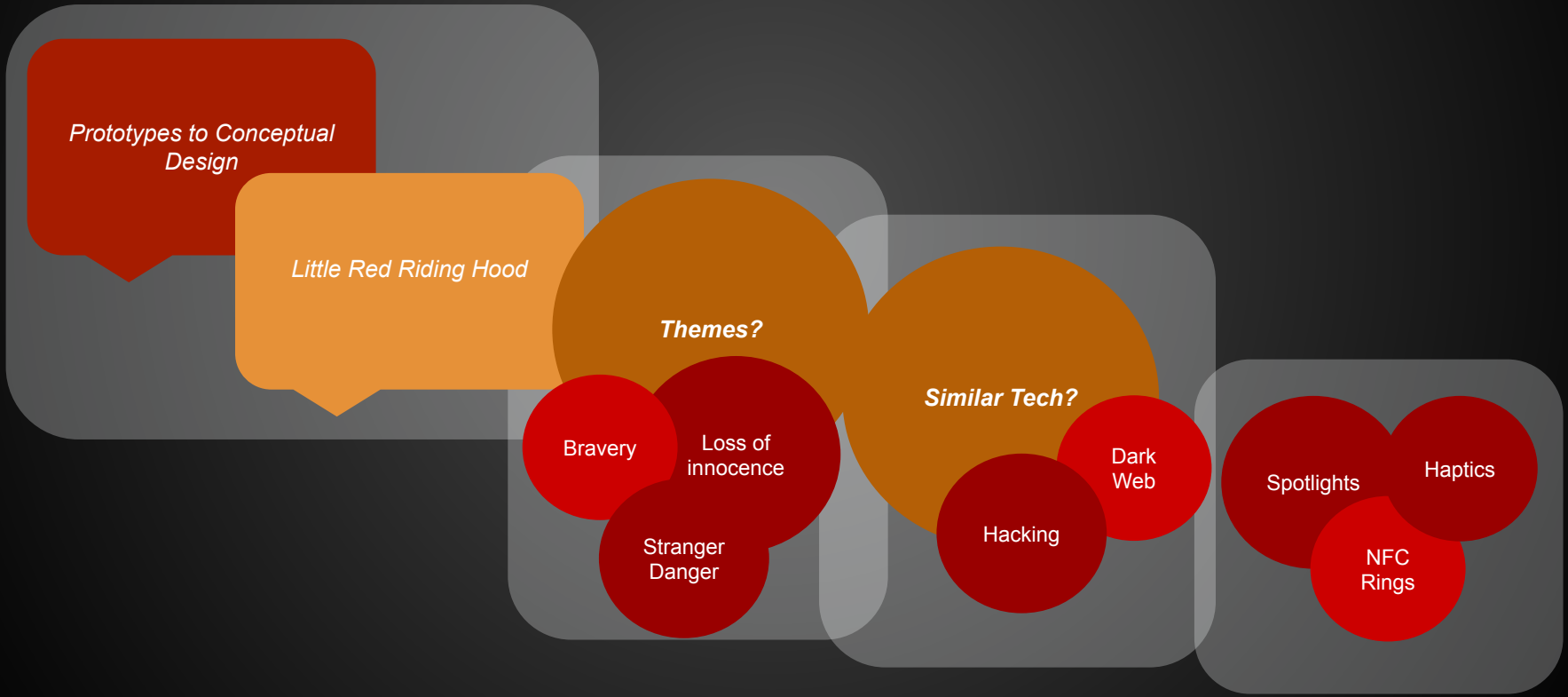


Pivots After Halves

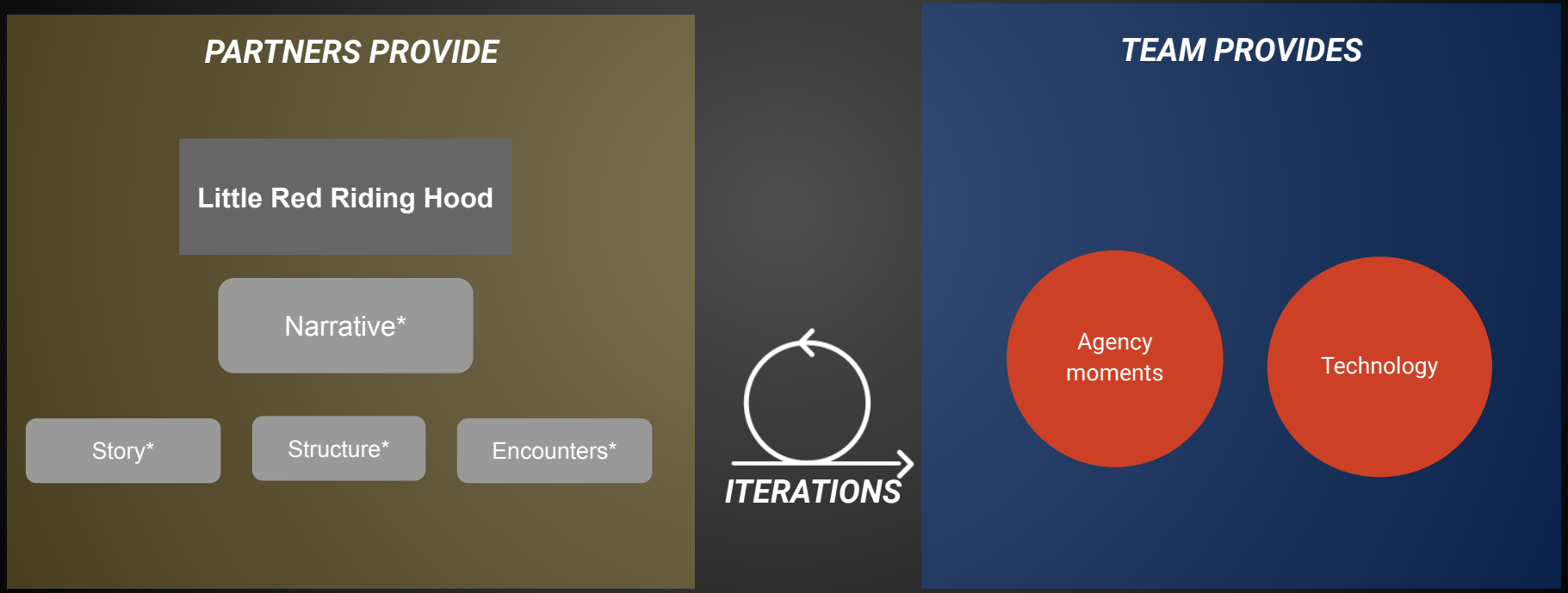
“ How do we apply different ways of giving guests agency to a specific narrative?”

New Pipeline

Beginning Collaboration



New Pipeline with Sam and Gab

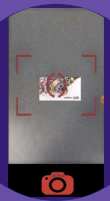


*Affected by iterations

Agency Types

Individual Agency

Mobile Phone



Collaborative Agency

Makey Makey

Influence live performer

Projection

Why you look so lonely?

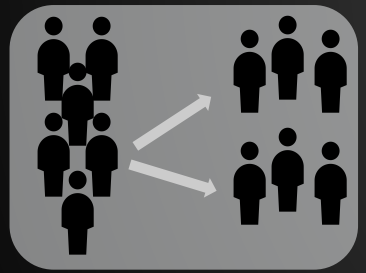
What's my power?

Sorting

RFID Tags

Agency Types in Little Red Design

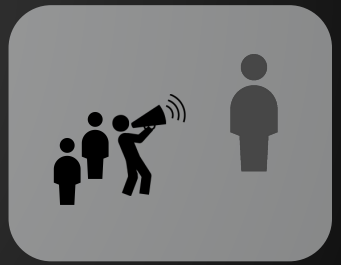
Sorting



Collaborative Agency

Individual Agency

Influence live performer



Design Concept

Little Red Riding Hood - “Deliberation”

“An exploratory set of moments of tech and agency in a live theater experience.”

“The goal is to serve creators as potential inspirations for combining technology and agency.”

Design Overview

- **Narrative summary**
- Flowchart
- Act I, Act II, Act III

A fictional truth and reconciliation experience.

Ancestors of the guests:

Little Red
Victim

Wolf
Perpetrator

Huntsman
Advocator

Grandmother
Bystander

Design Overview

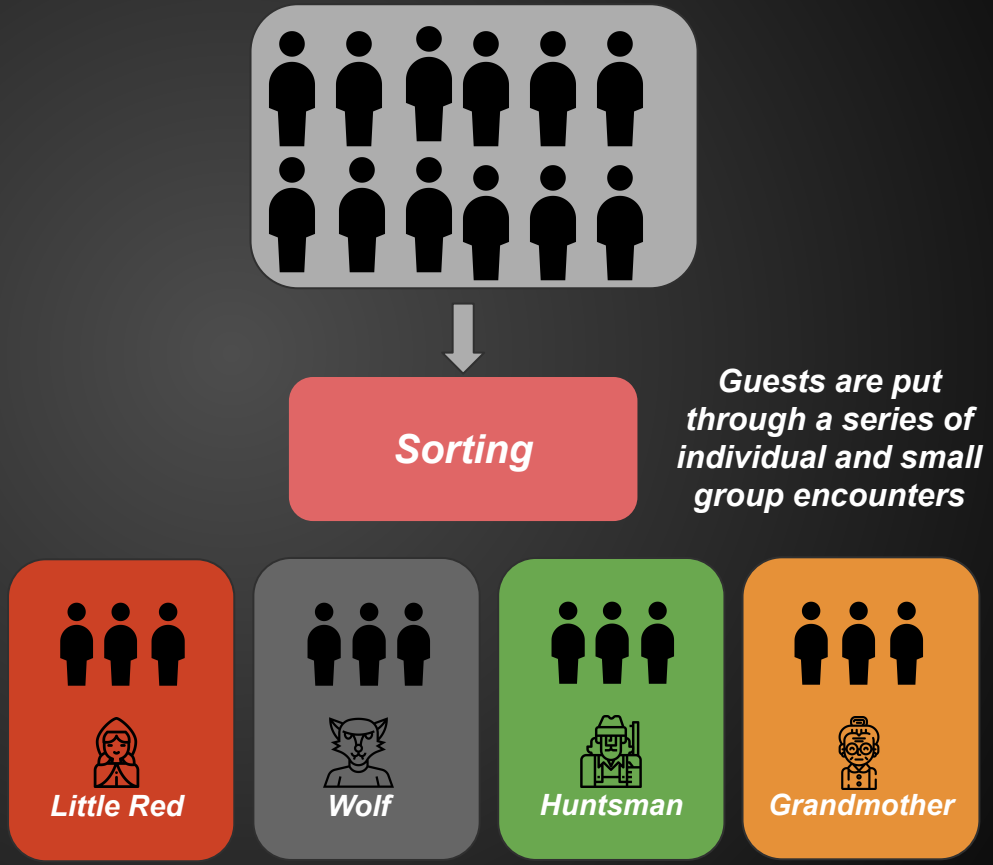
- Narrative summary
- **Flowchart**
- Act I, Act II, Act III

Design Overview

- Narrative summary
- **Act I,** Act II, Act III
- Flowchart

Sorting Phase

Act I



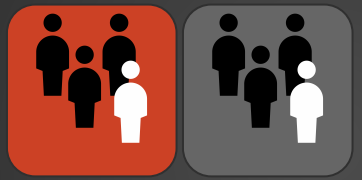
Design Overview

- Narrative summary
- Act I, **Act II**, Act III
- Flowchart

Deliberation Phase

Act II

Training Phase

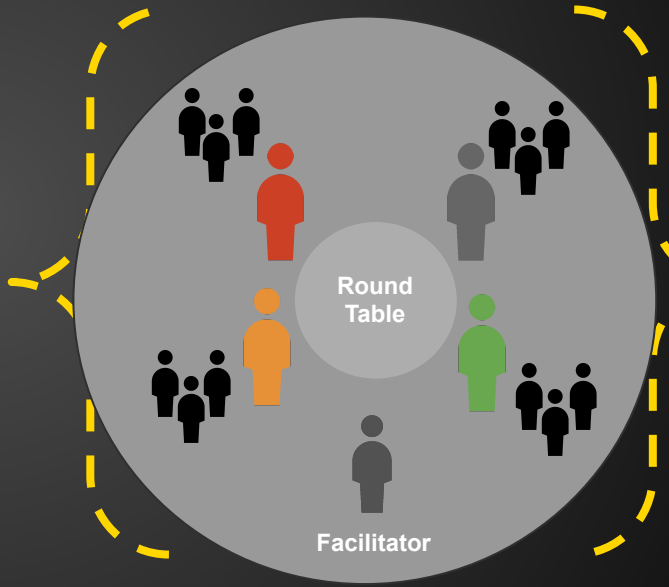


Little Red Room *Wolf Room*

Grandmother Room *Huntsman Room*

Guests meet their character (Live performer).

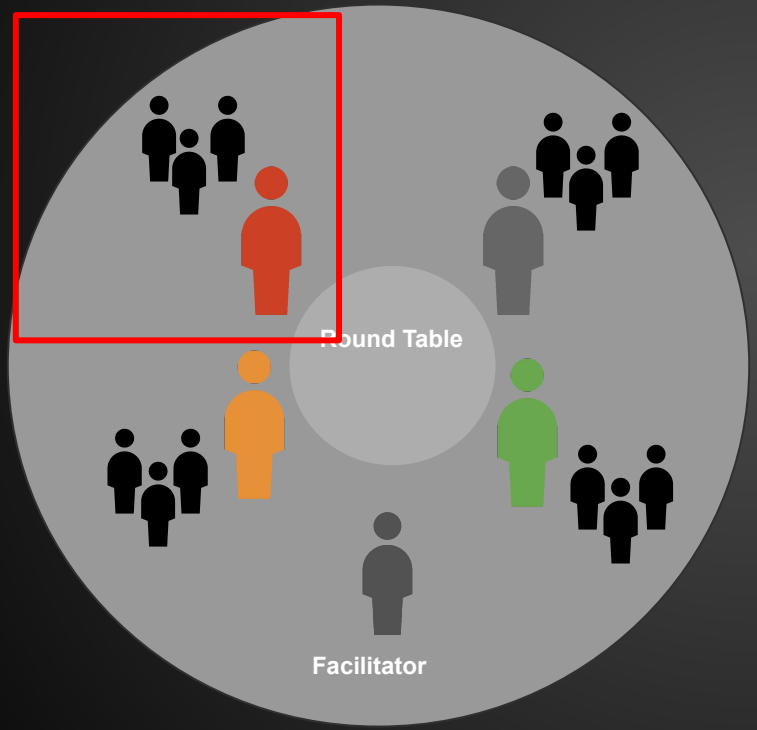
Our Focus



TECH and AGENCY

Deliberation phase moves into the Judgement phase, which results in one of these three outcomes: granting of amnesty, retribution or restorative justice.

Design for Agency Moments



Design Process for Agency Moments

PARTNERS PROVIDE

Personality

Inquisitive
Petulant
Teenaged

Actions

Be distracted
Make accusations
Refuse to answer

ITERATIONS

TEAM PROVIDES

Agency moments

Technology

influence

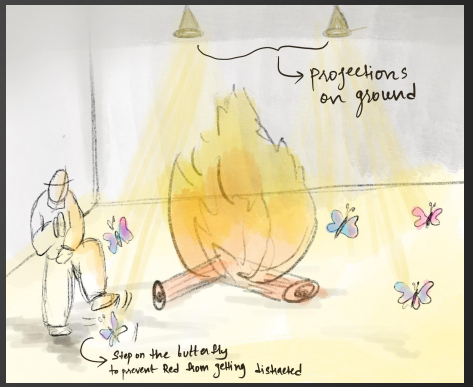
Apply Agency Moments to the Narrative

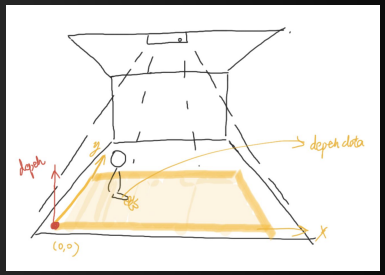
Little Red

Guests will interact with the digital interactive butterflies that are projected on the ground.

Influence

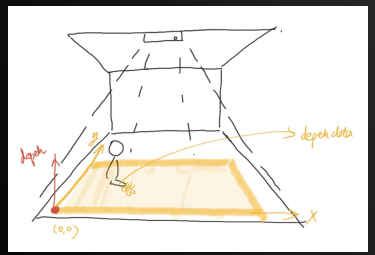
The Little Red avatar's ability to focus on the deliberation.





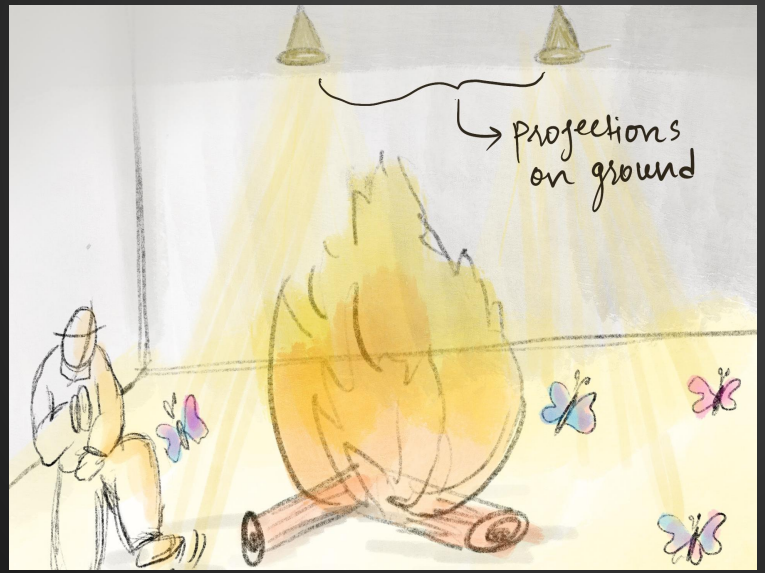
Using kinect to detect the depth data.

Apply Agency Moments to the Narrative



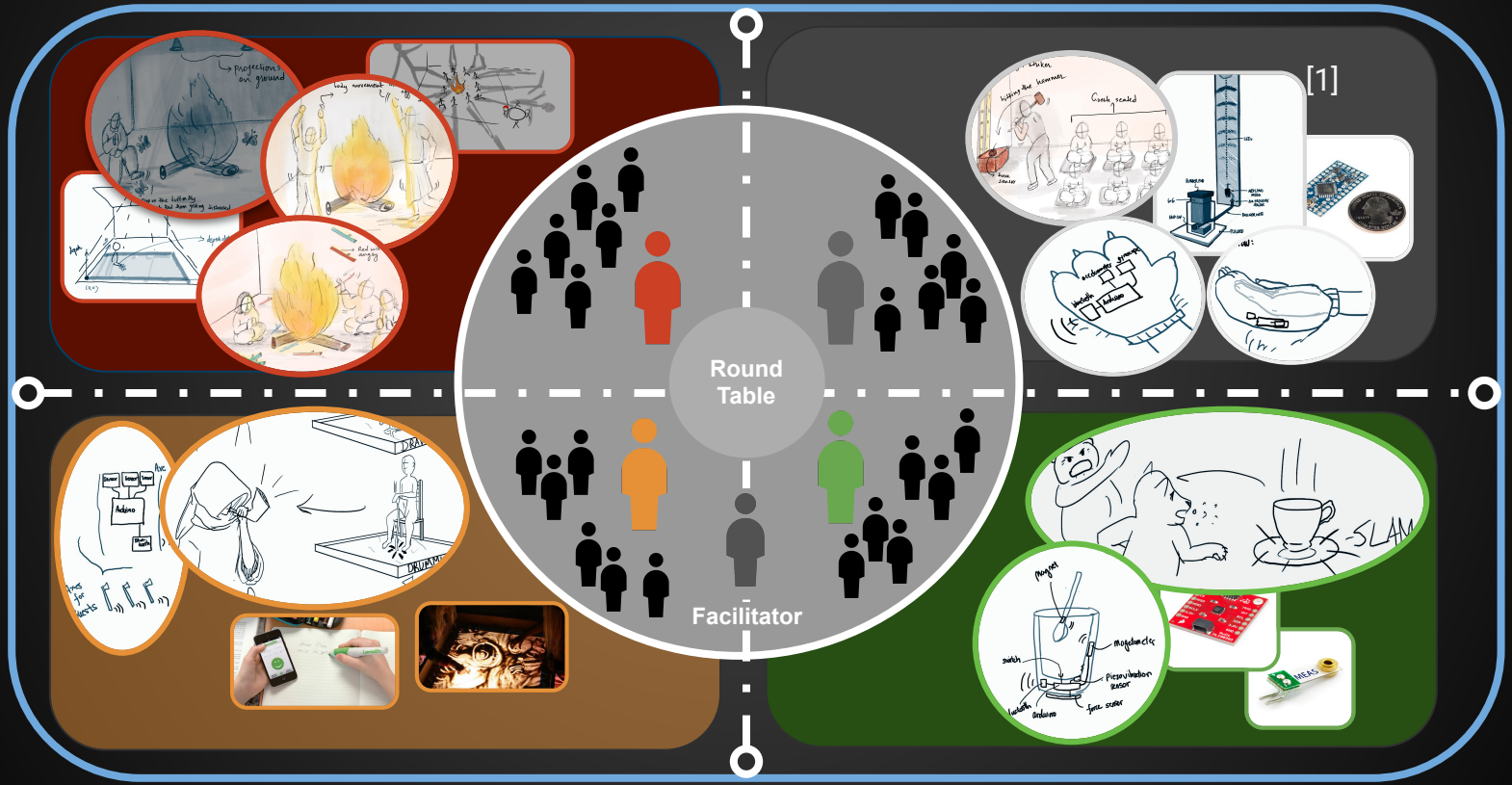
Using kinect to detect the depth data.

Guest Action



Avatar Response

Overview of design



Conclusions

What we learned

- What we learned from adding agency to live performance
  - Plausible but we don’t know until we can test
- The importance of narrative for a meaningful experience
- Live, in-person performance have unique kinds of goals and challenges

After Finals

Well-played journal article

- Write-up of our whole process, including our analysis of our final concept

In Summary

We are **theatre.exe**

How do we give guests **agency** in a **live performance** by using **technology**?