

EMOTIONAL COMPUTING:

Performing Arts, Fiction and Interactive Experience

May 11 – 13, 2000

The Banff Centre for the Arts

EVENT DESCRIPTION

Performing arts and performance provide an invaluable resource with which to examine next generation new media. They combine physical discipline with improvisation, narrative and provoke emotional experience for the artist, the participant and the recipient. The body in performance reminds us of our humanity and vulnerability. Emotional Computing searches for meaningful as well as abstract strategies that bring together our understandings of presence and absence. Networked technologies such as microwave technology, internet architectures, satellite communications and neural nets are just a few examples of the available resource base for the arts of the future. Performers can work the magic between the live event and the virtual experience. They might play with responsive (smart) costumes and props or manipulate soundscapes and sets. The audience can be an instrument in interactive work.

This event explores and identifies research issues in cross-disciplinary performing arts and new media. It continues Banff's discussions of intelligent software design and responsive architecture. Participants will investigate educational applications and the development of ongoing research in this field. Lead presenters are international artists from theatre, choreography, music, design, computer science, engineering and performance theory. We will work at creating a vocabulary that is informed by the canons of performing, visual and media arts and the acquisitions of new media.

This event marks The Banff New Media Institute's first public exploration of our Human Centered Interface Project. The research initiative is made possible through the support of The Alberta Science and Research Authority, in association with Telefilm Canada, Social Sciences and Humanities Research Council, The Canada Council for the Arts, The Alberta Foundation for the Arts, Silicon Valley North, sgi Canada, Montage IT Services Inc, University of California DARNET, Free Radicals Framework Five and other partners.

Wednesday May 10, 2000

9:00 pm – 11:00 pm

Location: Props Pub in the Donald Cameron Hall Building

Meet and Greet. All participants of Emotional Computing are invited to drop by Props Pub to meet one another and The Banff Centre staff.

Thursday May 11, 2000

8:00 am – 9:00 am - tech run through, all presenters for the day must attend

Location: JPL 313

9:00 am – 10:30 am

Emotional Computing - Introductions

Some questions that we will consider over the next days include:

What do we mean by emotional computing, what are the content and technical challenges that exist? Why is new media cold? Or is it? How must we now conceive of "presence," "absence" and the effects of "live" performance in light of emerging networked and interactive technologies? What potentials can be realized for artist/audience collaboration? What is the role of the performer, the player, the curator, moderator, the lurker? Humour, seduction, violence; are these alive and well in interactivity? Is there drama as well as melodrama?

10:45 am - 12:15 pm

Legacies - Moderated by Sara Diamond. Executive Producer, Television and New Media. Artistic Director Media and Visual Arts

Where can we draw from historical knowledge in theatre, circus, dance, music, sound, and story telling in creating interactive works? What can we port over from cinema or television to understand structures of feeling and identification?

Keith Turnbull, Richard Armstrong (*tentative*) Theatre Arts Program, The Banff Centre.

- Theatre as form, history and structure

Lizbeth Goodman, Director, Researcher and Senior Lecturer, The Institute for New Media Performance, School of Performing Arts, University of Surrey, <http://www.surrey.ac.uk/SPA/I.N.M.P.R>

- How do we collaborate, perform, and analyze our stories, live and online?

12:15 pm – 1:30 pm - Lunch

1:30 pm – 2:45 pm

Oral Cultures, Story telling roots, Processes and Interaction

Elaine Bomberry - Aboriginal arts activist, music and radio artist

Marrie Mumford - Artistic Director Aboriginal Arts Program, The Banff Centre for the Arts

www.banffcentre.ab.ca/Aboriginal_Arts

Lee Crowchild - Dance & games in an oral culture

3:00 pm – 5:15 pm

Role Play: Characters, players, virtual and real

How has the author's relationship to creating character changed?

How has the role of the audience/user changed in new media?

Susan Kozel - MESH projects, <http://www.mesh.org.uk>

- Abstraction and feeling.

Catherine Ikam - www.ubikam.com

- Virtual and intelligent characters and reality.

Bernie Roehl – Scientific/Technical Management, University of Waterloo, www.ece.uwaterloo.ca/~broehll

- Avatars, interactive theatre and virtual reality.

Patricia McLaughlin - Big City Residency Artist

- Characters and humour.

Jason Bowman – Big City Residency Artist

- Misrecognition, deaf, blind interactions.

8:00 pm – 9:00 pm

Evening Reading

Location: JPL 204.

Maurice Yacowar, Dean of Fine Arts, University of Calgary, www.ucalgary.ca

From his new novel, effects of the post-modern morph influenced prose

Friday May 12, 2000

8:15 am – 9:15 am – tech run through, all presenters for the day must attend

Location: JPL 313

9:15 am – 9:45 am - Summary of previous day and feedback

9:45 am – 11:30 am

How Does Presence Shift - Narratives, Writing, Directing

Moderated with Celia Pearce, President and Creative Director of Celia Pearce & Friends. www.cpandfriends.com

and Sara Diamond. What role does narrative or story play in making work that is filled with feeling? What are collaborative stories, story spaces, how do these work? What is the emotional cycle with an interactive product? Is there catharsis? Should there be?

Bob Stein – CEO, Nightkitchen, www.nightkitchen.com

- Talking books and software tools.

Susanne Clausen, Pavlo Keresty – Performance artists.

- Interventions into unexpected places.

Eric Maillet

- Deceptive information and dysfunction.

Peter Ride – Artistic Director of DA2 - Digital Arts Development Agency, www.da2.org.uk

- Update on virtual reality report on curatorial projects using performance and immersive media.

Frank Boyd, Director, Unexpected Media and Manager Future Development, BBC

Training

- Interactive television and future developments for content and tools UK

11:45 am – 12:45 pm

Case Study with Thomas Cheysson – www.belisa.com

- interactive 3D story environment, ISOBEL, case study with discussion:

What are the most powerful emotions that you have felt while playing computer based entertainment or learning?. How did it work? What are the potentials for feeling in game play?

12:45 pm – 2:00 pm - Lunch

2:00 pm – 3:30 pm

Getting Very Physical

Moderated by Susan Kozel - Performer, Choreographer and Writer and Sara Diamond

How do we design for movement? Is improvisation the only method?

Janice Ross - Professor, Department of Drama and School of Education at Stanford University

- Tools of analysis and dance theory.

Alice Mansell - Vice President Academic, Technical University of BC

Ursula Endlicher – Web artist

- Questioning performance from the web perspective.

3:45 pm – 5:15 pm

Networked Experiences

- How does networking effect the individual, the group experience of performance? How do experiences and concepts of "identity" and "community" necessarily shift in such environments?

Joshua Portway – www.stain.org

- Games and networks

Joseph Leon – Director, Native America Calling, www.nativeamericacalling.org

- The truth can tell: documentary, journalism, networked emotions.

- Streamed Radio Case Study - Chiapas.

Bruce Pennycook – Vice President Research, McGill University www.ist.mcgill.ca/bp/bphome.html

- Music, interactivity and emotion, distance and feeling, networking music.

Shelley Ouellet – Big City Residency Artist

- Translations and networked communications

9:00 pm – 10:00 pm

Location: JPL 313

Adriene Jenik, Visual Arts Dept., University of California, San Diego, Asst. Professor of Computer and Media Arts, www.visarts.ucsd.edu/~ajenik

- Desktop Theatre, actors online with virtual performances

Screening of Desert Rain, Blast Theory, UK - Response with Peter Ride

Party in the Other Gallery and Ceramics Studio, Glyde Hall.

Saturday May 13, 2000

9:00 am – 12:00 pm

Meet in Front of La Palette

Nature Walk - Hoodoos

Please wear comfortable shoes and bring a bottle of water. This is a moderate walk. The trail has gentle slopes that go up and down the river valley.

12:00 pm – 1:00 pm - Lunch

12:30 pm to 1:30 pm – Tech run through, all presenters for the day must attend

1:30 pm – 2:00 pm Summary of previous day

2:00 pm – 3:30 pm

Emotional Software

Moderated by Josh Portway with Sara Diamond

What are the tools needed to evoke feeling?

Tom Calvert – Professor and VP, Research & External Affairs, Technical University of British Columbia,

www.techbc.ca/faculty/facbios/profile-calvert.pdf

- Emotions in live human movement, how to characterize and read these, technology and software as expressive tools, animation and authentic movement

Denis Gadbois – Professor Faculty of Environmental Design, University of Calgary, www.ucalgary.ca/~dgadbois

- Environmental design, designing for interactive experience, modeling for 3D, visualization and emotion, virtual design collections of the 20th century

Elizabeth Vander Zaag, artist, director of Front Media Ltd. www.frontmedia.com, zaag@home.com

- Engaging the user's emotional state in interactive work through the SAY, Speak and Yell, voice analysis tool. *Talk Nice*, a work in progress, created through the Banff Centre, will be discussed. Emotional state becomes key information. Bringing affect into the arena of interactivity creates new roles for the user. How do we map inflective content to narrative dynamics? How will tonal content be used in the browser?

Sheelagh Carpendale – Assistant Professor, University of Calgary

- 3D imaging, designing with artists from the software perspective.

3:40 pm – 4:40 pm

Mise En Scene Staging, Smart, Props, Tactile Interfaces

Smart Stuff and emerging materials practices.

Thecla Schiphorst – Assistant Professor, Technical University of BC,

www.techbc.ca/faculty/facbios/profile-schiphorst.pdf

- Smart materials, multi-sensory interfaces, narratives, software, wearable computing, theorizing the body

Celia Pearce – Celia Pearce & Friends, Annenberg Center for Communication, University of Southern California,

www.cpandfriends.com

- Location based designs and narratives.

4:45 pm – 5:30 pm

Here's Some Bandwidth, Now Play With It

Education and cultural experience.

Brainstorm and design session.

Led by **Craig Montgomerie** – Director of Technology in Education, University of Alberta, www.quasar.ualberta.ca/~craigm

5:30 pm – 6:30 pm

Continued Brainstorm, summary of the event and plans for ongoing dialogues

6:30 pm – 7:30 pm – Wrap Up Party

Drinks on 3rd Floor Deck if nice weather or JPL 204

Dinner available at dining hall until 7:30 pm or light meals at Sally Borden until 11 pm.