

Screendance and Augmented Reality Workshop

led by Jeannette Ginslov

This is a hands-on workshop that explores the genre of Screendance, AR (Augmented Reality) and interaction design. Participants will, through set exercises and improvisations, dance with and for a smart mobile phone, explore choreography and movement using scores or storyboards, experiment with ways ways of shooting and building narrative, suitable for the medium of delivery.

In the second hour participants will learn about AR and interaction design, creating linear or non linear screendance narratives by using the free to download AR app Aurasma. Participants are asked to bring their own cameras, mobile smart phones (iPhones or Android) or tablets and laptops with editing software. Please bring battery chargers and power adaptors. Wifi is freely available in the workshop venue. The research is centred around the moving body and its digital materiality, the amplification of affect and haptic imagery through augmented storytelling and interaction design.

Session one: 2 hours

- 1) Screendance exploration using cell phones
- 2) AR and interaction design exploration
- 3) Groups breaks up into teams -

BREAK - one hour: teams encouraged to discuss ideas for AR interaction designs

Session two: 3 hours

- 3) Teams work on ideas for AR interaction designs
- 4) Teams create screendance media and AR interaction designs
- 5) Testing of AR
- 6) Public invited to participate in outcomes of workshop

AR may shape choreographic formations that have not yet been explored and may be seen as a means to challenge the current perception and framing of dance and choreography. For Laura Kriefman from "Guerilla Dance Project", augmented dance "is a specialised and evolving form - where the choreographic language is interrogated not for form or content sake, but in response to the changing stimuli and physical liberties of the technology itself." (Kriefman 2014) The role of dancer, choreographer and viewer become inter-changeable and mutable. These experiential encounters consequentially liberates the choreographic language from more traditional vocabularies and settings.

Art theorist Nicolas Bourriaud claims that art works "no longer form imaginary and utopian realities." AR interaction designs are dialogical and relational, create new ways of creating narrative where the viewer is not consuming but participating in the telling of the narrative.

Facts

31. January 2016 | 11am - 5pm | 5 hour workshop, 1 hour lunch break

Participants: max. 20 people, dancers, choreographers and filmmakers, multimedia artists

Beginner to Intermediate levels are welcome

Please wear comfortable clothing to move freely in and to bring a second pair of shoes for indoors

Cost: 49 Euro, including soft drinks and lunch, Workshop in english

Participants are requested to bring their own cameras, smartphones, tablets or laptops installed with their preferred editing software. Please download the free app „Aurasma“.

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