



Workshop *Game(s)*

With the interactive setup of the *Gameplay* performance

*A meeting between dance and
a semi-autonomous computer system*

Jean-Marc MATOS + Anne HOLST

Compagnie K. Danse

28 rue de la Cocagne 31280 Dremil-Lafage (Toulouse) France

tel: 00 33 (0)5 62 18 58 91

p: 00 33 (0)6 11 77 54 56

e-mail: kdmatos@wanadoo.fr

web: <http://www.k-danse.net/en/jeux#more-85>

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Antoine SCHMITT

e-mail: as@gratin.org

web: <http://www.gratin.org/as/>

PRESENTATION

WORKSHOP DESCRIPTION

TECHNICAL CONDITIONS

Intended Learning Outcomes:

To experiment with an interactive environment proposed as a life size video game, around the theme of a rite of initiation. It allows participants, dancers and non dancers to freely interact with their own body and to create a personal project leading to a public presentation, through the mutual understanding of the specific artistic and technological issues put forward by a semi autonomous computer system which uses artificial intelligence. This workshop addresses any person with interest in digital media as applied to live performance, musicians, technology designers, video artists, dancers and movers of any discipline, beginners and professionals.

100 characters:

To experiment with an interactive environment: life size video game, a semi autonomous computer system.

Outline of Proposed Workshop:

Game(s), an encounter between body and interactive art

K. Danse offers a specially designed workshop which uses the interactive set of the [Gameplay](#) performance.

The environment is fully interactive. It is equipped with an optical sensor (infra red camera), a set to project video and music, and generates a visual and sonic behaviour which depends on the presence and the behaviour of the user. Gameplay transposes the language and technology of video games to a “danced” environment where the participant is confronted with challenges paralleling the notion of the physical test present in many rites of passage.

It proposes:

- special physical exercises which enable the participants to feel free with their bodies and approach an organic way of moving
- preparatory exercises in connection with the theme of the rite of passage, in order to apprehend the notion of physical direct experience with the other
- short research on movement specific to the various modes of behaviour as proposed by the interactive environment

Once the rules are given, each participant “lives” its tableau according to his (her) own physical experience. Then a short project is proposed with the constraints provided by a chosen tableau (there are twelve). Each tableau proposes a different behaviour for which a strategy needs to be invented. Then several people are offered to work together in order to devise a sequence, which can then be commented on, rehearsed and performed in public. Other participants, not necessarily physically engaged, can attend the workshop from the point of view of its technical issues: infra red camera, software for semi autonomous real time treatment of images and sounds, lights settings, screen and video projector adaptations.

This workshop is a combined action towards performance design, crossing the fields of live performance, choreography, visual arts, music, scenography and digital technologies.

300 characters:

Game(s), encounter between body and interactive art. Fully interactive environment with infra red camera, it generates visual/sonic behaviour depending on the presence/behaviour of the user. It transposes the language and technology of video games to a “danced” environment where the participant is confronted with physical challenges.

Numbers of participants we can accommodate: 30 maximum

Space and Equipment requirements:

- Space for dance (5mx4m), ideally with linoleum (space needs to be darkened)
- 1 video projector (3000 lumen)
- 1 frame on stand (4m wide x 3m) to attach a screen (provided)
- 4 cut lights on stands + manual dimmer board
- Sound system (connected to the portable computer)

Equipment provided:

- portable computer and custom software
- infra red camera and interface
- connecting cables

Opportunities to document the workshop:

<http://www.k-danse.net/en/jeux#more-85>