European Theatre Lab:
Drama goes digital

OpenLab 1
Expanding the Stage:
Theatre and Virtual-Augmented Reality

Digital technology has changed the way we perceive and react to what we call reality, including our ways of working, communicating and even feeling. In theatre, we are confronted with a new notion of the stage. „Totus mundus agit histrionem - All the World's a Stage", the motto of William Shakespeare's Globe Theatre, has been gaining an additional significance in the light of the possibilities of Virtual and Augmented Reality.

In this Open Lab, digital experts together with theatre makers explore, how new technologies of AR and VR can lead to new forms of staging and communicating. Instead of being a single user of digital content, how could we share a theatrical event locally and live? How can we overcome geographical borders in order to share an event, time and space together virtually?

15./16. November 2016
Nancy, France

Tuesday, 15th November 2016 *(Théatre de la Manufacture)*

14.00 – 14.15   **Welcome** by Michel Didym

14.15 – 15.00   **Taking stock and building the team:**
Introduction round and presentation of the status quo (moderated by Maren Dey)
1) What exactly are the theatres looking for in this creative project?
2) Where are the similarities and differences?
3) Which technical and financial conditions are given in the three cities?
4) What has been done since the last meeting?

15:00 – 15.30   **Defining concrete questions to the experts** with Bruno Cohen

15.30 – 16.50   **Learn about VR**
Real hands-on experience with virtual reality
Presentation by Marti di Stephano & Deise Mikhael, founders of HUMAN GAMES

16.50 – 17.00   Coffee break

17.00 – 18.00   **Learn about AR**
Real hands-on experience with augmented reality
Presentation by Bernd Lintermann and Jan Gerigk, ZKM (Karslruhe).

18.30 – 19.00   **Official Opening NEUE STÜCKE Festival and OpenLab**

19.00 -19.30   **Performance MARTYR** (Märtyrer) by Marius von Mayenburg
with the students from SciencesPo Paris (Nancy Campus)
Directed by Nadine Ledru

19.30 – 20.00   Cocktail

20.00 – 21.30   **Performance JE NE REGRETTE RIEN** (Ich bereue nichts) **about Edward Snowden**
and the NSA (in German with French surtitles and English synopsis)
Project of Jan-Christophe Gockel, Thomas Halle & Konstantin Ku spert
Directed by Jan- Christoph Gockel, Production Badisches Staatstheater Karlsruhe

Q&A with the team of JE NE REGRETTE RIEN after the performance

21.40   **Dinner & Get together**

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Wednesday, 16th November 2016

09.00 – 09.30   **Breakfast with Jan-Christoph Gockel**, German director, on the topic of new media
(Théatre de la Manufacture)

09.30 – 10.00   OFF to Metz (by bus)

10.00 – 11.00   **Visit at TCRM Blida**
A place dedicated to artistic and digital creation, production & innovation

11.00 – 12.30   **Discover BLIDA digital artists and residents** *(meeting room at Blida)*

12.30 – 13.00   Back to Nancy by bus

13.00 – 14.30   Lunch

14.30 - 16.00   **Experience POKEMON GO** *(streets of Nancy)*
A group of Nancy high school kids will show us how it works

16.00 – 16.15   **Discover the Digital Library**

16.15– 17.00   **Time to reflect on what we learned** (*Digital Library*)
1)   What is applicable for each partner?
2)   Did it change the initial idea? Or has it become more concrete?
3)   Which consequences does it have in terms of a) storytelling b) technical
implementation and c) finances?
4)   Are there side effects you want to share with others or use in your theatre?

17.00 – 17:10   Coffee break

17.10 – 17.30   **Questions on organisation and budget** *(closed session for project partners)*

17.30 – 18.45   **Defining next steps** (moderated by Maren Dey)
a) for each theatre
b) as a group (partner meetings, collaboration and forms of exchange etc.)

18.45 – 19.00   **Concluding the OpenLab 1** with Bruno Cohen

19.00 – 20.00   Cocktail

20.00 – 21.40   **Film: DEMOCRACY** *(Théatre de la Manufacture)*
A movie in link with **JE NE REGRETTE RIEN (Ich bereue nichts)**

21.40   Dinner & get together

Thursday, 17th November 2016

Departures

Information for Participants

Addresses

Centre Dramatique National Nancy Lorraine
Théâtre de la Manufacture
10, rue Baron Louis
54014 Nancy
Tel: (+33) 3 83 37 78 02

TCRM BLIDA
7 Avenue de Blida, 57000 Metz
Tel. (+33) 387612156

Médiathèque Manufacture (Digital Library)
10 rue Baron Louis
CS 84223
54042 Nancy Cedex
Tell. : (+33) 3 83 39 00 63

Brasserie de L'Institut
2 rue Braconnot, 54000 NANCY
54000 Nancy
Tel: (+33) 3 83 32 24 14

Meals

On November 15th, the Théâtre de la Manufacture kindly invites the participants for dinner at 09.30 pm, after the show „Je ne regrette rien" in the theatre. All other meals will be covered by each participant individually.
 On November 16th, we will have lunch together in the restaurant (Brasserie L'Institut) near the theatre and dinner after the film.

Transportation

From Paris you either:
  ➢ Take the direct rapid TGV from Paris Est to Nancy
  ➢ Take the rapid train TGV to the station Lorraine TGV, which is about 30 km away from Nancy by bus. There are busses going from Lorraine TGV station to Nancy regularly. Please check the timetables here: http://lorraine-tgv.navettes-keolis.com/

If you arrive by plane to the local airport Metz-Nancy Lorraine, then take a shuttle bus to Nancy (http://www.metz-nancy-lorraine.aeroport.fr/ (look for „Navettes", meaning „shuttle bus"))

The trip from Nancy to Metz on November 16th will be organized by the theatre (shuttle).

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Experts and artists

Bruno Cohen, Urban User Lab Nancy, France

Bruno Cohen was trained as a actor at the Conservatoire de la Region de Metz and at the École Claude Kichky - Marcel Marceau, holds an superior diploma in Social Sciences from the Universié de Strasbourg II and a diploma in Sociology from the Université de Nancy II. He worked as an actor in the company »Petit Theatre Sourd« in Paris and from 1975 to 1987 was responsible for cultural events for Metz, Dieppe and Jarny. His experiences in the theater led to his experimental use of video and computer technologies. He experiments with new relationships between the theater and the audience, expanding the traditional presentation of action scenes with the addition of interactional.

His scenery work includes: 1981 »Ouverture pour orchestre d'harmonie«, video co-production with the French Ministry of Culture, Paris 1987 concept/implementation »Metz, lumières d'Histoire«, Metz Arsenal 1989 »Révolution«, bi-centenary, Villerupt 1990 exhibition design for the Compagnie des Cristalleries de Baccarat 1992 concept/implementation »Temps de l'homme«, Cité des Seiences et de l'Industrie de la Vilette, Paris; concept/implementation of »Dialogues imaginaires au temps de Jacques Callot«, Nancy 1994/95 concept/implementation of the information area, Centre Nucléaire de Production d'électricité/EDF de Paluel 1995 concept/implementation »Les Marquises«, Musée de l'Homme, Paris.

Brunos work was awarded with many international prizes, among others the 1993 Label International de l'innovation Museographique for the development of the 3D presentation systems virtex™ together with the société ATEA, SITEM, Dijon; Prix de la Communication for the development of the 3D presentation systems virtex™ with the société ATEA, L'Entreprise Communique, Paris 1994 Faust d'Argent for the development of the 3D presentation systems virtex™ together with the société ATEA, Faust, Toulouse.

http://www.brunocohen.fr/

Jan Gerigk, ZKM Center for Art and Media, Karlsruhe, Germany

Jan Gerigk has been working in the field of project and production management in the ZKM Institut for Visual Media for several years. Besides the managing of the interactive multidisciplinary projects for museums ,fairs and theaters, he is specialized as Cameraman (video / photo / film including 360° other formats), as consultant for projections (among others for 3D and 360°) and as curator for 3D mapping shows.

http://zkm.de/en/person/jan-gerigk

Bernd Lintermann, ZKM Center for Art and Media, Karlsruhe, Germany

Bernd Lintermann works as artist and scientist in the field of real time computer graphics with a strong focus on interactive and generative systems. The results of his research are applied in the scientific, creative and commercial context. His body of work spans two decades and includes prints, interactive installations, projection environments and stage performances combining generative imagery and sound. His works have been exhibited in museums and festivals all over the world like the ICC InterCommunication Center in Tokyo, the Louisiana Museum of Modern Art, ZKM | Karlsruhe, ISEA, DEAF and the Ars Electronica Festival. He worked with internationally renowned artists, like Jeffrey

Shaw, Bill Viola, Peter Weibel and the Wooster Group, and created works for various display environments like the CAVE™, the EVE Dome and panoramic projection environments. He is presently engaged in the development of Augmented Reality for mobile end devices to provide access to digital contents in a public environment.

He has published various scientific papers including SIGGRAPH and is cofounder of the company greenworks which distributes his software development Xfrog, a procedural organic modelling and animation system used in the entertainment industry and by various animation companies including Electronic Arts, Lucas Digital and Digital Domain and has been recently used in movies like The Hobbit, Life of Pi and Avatar. It is nominated for a Scientific Achievement Award 2015 of the Academy of Motion Pictures (OSCAR). 2005 to 2011 he was head of the Institute for Visual media at the ZKM | Center for Art and Media in Karlsruhe. 2006 to 2015 he was professor at the State University of Design, Media and Arts in Karlsruhe. Since 2012 he is Adjunct Professor at the School of Creative Media at the City University, Hong Kong. http://www.bernd-lintermann.de/

Marti di Stefano, Human Games

Marti di Stefano is a graduate of ESBAM (École Supérieure des Beaux-Arts de Marseille). She has written and composed many songs on albums published by PIAS, Sony and Unniversal Music. She oversees the artistic department and participates in the characters modeling, the scripting and writing of comments and dialogues. http://www.humangames.tv/

Deise Mikhail, Human Games

Deise Mikhail has many years of experience as an executive director and producer for Sony Music, Universal Music, Warne Music, PIAS and many labels. He also composes music for TF1, M6, Orange and many other media and brands. A multidisciplinary autodidact, he directs projects and participates in modelling and development. http://www.humangames.tv/

Lasha Kvantaliani, Treepex

Lasha Kvantaliani graduated from Tbilisi State University and has profound expertise as an entrepreneur. He was co-founder and manager at Helix Group, a company oriented on web and mobile technologies, co-founder of Plex, a company making useful connections and building professional network on bussiness events and is currently co-founder and CEO at Treepex, a Tree Planting Gamification Copmpany. Treepex gamifies a tree planting as they "greenovate" and innovate it through a web and mobile application. https://www.f6s.com/treepex