

## Invitation

Sunday, 10 September 2017

12:00 – 15:30

Ars Electronica Center, Linz

# Theater and Digital Media: A Platform Event

Theater, for many an epitome of analog, strictly human-based art, has always been a forerunner in the exploration of technologies for new forms of storytelling and stage performance. The latest hype of virtual and augmented reality has caught the attention of people from the theater, and new artistic forms are being developed focusing on the narrative and performative potential of this medium. This interest is reciprocal, because the technical-design challenges that come with the increasing social dimension of new technologies could also benefit a great deal from the expertise of theater.

In collaboration with the European Theatre Convention, Ars Electronica is hosting a special program to deepen the reciprocal exchange of practical experience about the work on the intersection of digital media and theater. Apart from various performances, VR projects, and experiments in storytelling and social interaction, the new format *Theater and Digital Media: A Platform Event* explores the matter in presentations and working sessions.

12:00 – 12:30 **Memories of Borderline**

Special project presentation by Kay Voges & Cyberräuber  
*Deep Space 8K, Ars Electronica Center*

13:00 **Theater and Digital Media: A Platform Event**

*Sky Loft, Ars Electronica Center*  
Introduction by *Gerfried Stocker* (Creative Director, Ars Electronica) and *Maren Dey* (European Theatre Convention ETC)

13:10 **European Theater Lab: Drama goes digital**

*Maren Dey* (European Theatre Convention ETC)  
With the European Theatre Lab, the ETC has launched the first international think tank connecting theater makers, digital artists and experts from various cultural fields in search for a digital strategy for European theaters. Research fields cover the impact of new technologies on aesthetics, audience participation, communication and dissemination. Project manager Maren Dey presents the activities and goals.

13:20 **Digital Innovation and Traditional Constraints**

*Kay Voges* (Dortmund, Germany)  
With his award winning theater productions Kay Voges, artistic director of Schauspiel Dortmund, has become the most innovative digital forerunner in European publicly funded theaters. His works are bridging the gap between avant-garde art, the traditional production conditions in an institution and the pressure to meet the expectations of a bourgeois city theater audience.

- 13:40 **Inside-Out: Motion Capture, Theater, Architecture and the Moving Body**  
*Uwe Rieger and Carol Brown (Auckland, New Zealand)*  
A discussion of three projects - Pop Up Reality, SINGULARITY, and WAHAWAEWAO - by Uwe Rieger (architect) and Carol Brown (choreographer). Each of these projects explore and inhabit Motion Capture technologies in different ways generating new forms of interaction with audiences and environments.
- 14:00 **Opera Of Entropy**  
*Thomas Jelinek (Vienna, Austria)*  
Thomas Jelinek is developing resonance spaces and interactive installations for transdisciplinary discourse in temporary communities of artists, scientists and experts on viral topics influencing social, political and individual life. He will talk about methods, technology and strategies to trigger discourse and transform the process into artwork and performance.
- 14:15 **Digital Technology and Storytelling**  
*Kunito Komori (BANDAI NAMCO Entertainment Inc.)*  
The game Pac-man is the perfect example of an avatar between digital and real. And Pac-man, as many other games, is about stories. Since a very long time storytelling is an instinctive need of humans. Nevertheless also the digital world has its own benefits and fascination and changed the way of telling stories in interactive and multimedia, interconnected and iconic language codes and visual and haptic impulses. How will storytelling be used in technology? From where do the developers take their ideas and dramaturgies? Do they still draw from the proven and universal hero and love stories and dramas?
- 14:30 Coffee Break
- 14:40 – 15:30 **Table Talks and Working Sessions**  
*with Kay Voges, Uwe Rieger & Carol Brown, Thomas Jelinek, Kunito Komori*  
Four tables, four topics: Participants will discuss with the speakers and go deeper into the presented matters. Various aspects of theater and digital media will be on the agenda, including questions like:
- The human factor: What can technology learn from theater?
  - Institutional theater production: What can theater learn from technology?
  - What kind of theater education and collaboration do we need in the future?
  - Storytelling and digital media: How do we get the stories across?

## Related projects in the festival program

### Theater goes Virtual

- *The Memories of Borderline*, special project presentation by Kay Voges and CyberRäuber (Deep Space 8K, Ars Electronica Center) Sat. 05:00 PM – 05:30 PM / Sun. 12:00PM – 12:30PM
- *Entropy*, Nomad.theatre, Thomas J. Jelinek, Jorge Sánchez-Chiong (POSTCITY, First Floor) Performance Thu – Mon 10:00AM – 07:30PM with special Opening Night focus 08:00PM – 08:45PM

### Experiments in Storytelling and Social Interaction

- *ARTUR: Autonomous Robot Playspace*, Quantum Reboot and Playful Interactive Environments (Deep Space 8K, Ars Electronica Center) Thu. 05:30PM – 06:00PM / Sun. 05:30PM – 06:00PM
- *Pacathon, reinventing PAC-MAN* by Ars Electronica Futurelab and Bandai Namco Entertainment Inc. (Deep Space 8K, Ars Electronica Center) Thu. 03:30PM – 04:00PM / Fri. 01:00PM – 01:30PM / Sat. 03:30PM – 04:00PM / Sun. 01:00PM – 01:30PM
- *Everything*, David O'Reilly (Prix Ars Electronica, Gala) Fri. 07:00PM – 07:30PM

### VR Projects

- *Bird Song Diamond*, Victoria Vesna, Charles Taylor, Takashi Ikegami, Hiroo Iwata, Reiji Suzuki (Deep Space 8K, Ars Electronica Center) Thu. 11:45AM – 12:15AM / Fri. 11:45AM – 12:15AM / Sat. 11:45AM - 12:15AM / Sun. 14:15AM – 14:45AM / Mon. 11:45AM – 12:15AM
- *Out of Exile*, Nonny de la Peña and Emblematic Group (CyberArts 2017) Prix Ars Electronica, Gala Fri. 07:00PM – 07:30PM
- *Pitoti Prometheus*, a 360 virtual narration by Frederick Baker and Marcel Karnapke (Deep Space 8K and VRLab, Ars Electronica Center) Thu. 11:00AM – 11:30AM / Fri. 4:00PM – 04:30PM / Sat. 04:30PM – 05:00PM / Sun. 11:30AM – 12:00AM

### Performance Projects

- *Breaking The Wall*, interactive sound performance by Chris Bruckmayr, Didi Bruckmayr, Oliver Hödl, Fares Kayali, Uli Kühn, Ruth Mateus-Berr, Julia Soto Delgado, Thomas Wagensommerer (POSTCITY, Train Hall) Thu. 08:30PM – 09:00PM
- *L'Enfant*, I-Chun Chen and He-Lin Luo (Mariendom, Linz Cathedral) Thu. 07:30PM – 08:30PM + 11:00PM - 00:00PM / Fri. 04:00PM – 05:00PM / Sat. 07:00PM – 08:00PM + 00:00PM– 01:00AM / Sun. 02:00AM – 03:00AM
- *SINGULARITY*, Uwe Rieger and Carol Brown (POSTCITY, Singularity Performance Stage) Thu. 08:15PM – 08:40PM & 08:55PM – 09:20PM / Fri. 08:15PM – 08:40PM & 08:55PM – 09:20PM / Sat. 05:15PM – 05:40PM & 05:55PM – 06:20PM / Sun. 05:15PM – 05:40PM & 05:55PM – 06:20PM
- *A Flurrytale*, Narrator's Lowdown, dance performance (Deep Space 8K, Ars Electronica Center) Fri. 07:30PM – 08:30PM

### Concert Visualizations

- *The Bruckner Project*, The Other I in Bruckners 8th Symphony (POSTCITY, Train Hall) Sun. 20:00 – 21:40
- *20 Etudes for 20 Etudes (Piano)* from Philip Glass performed by Maki Namekawa, visuals by Cori Olan (POSTCITY, Train Hall) Mon. 07:30PM – 09:50PM
- *Interludium A*, Isang Yun performed by Maki Namekawa, visuals by Cori Olan (Deep Space 8K, Ars Electronica Center) Fri. 02:15PM – 02:45PM, Sat. 02:15PM – 02:45PM

### Audiovisual Performances in Deep Space 8K

- *Capillaries Capillaries*, Tadej Droljc Fri. 01:00PM – 01:30PM
- *NOIZE Etudes*, SpektraDuo Fri. 10:00PM – 11:00PM
- *ABYSMAL, VOID* Fri. 09:00PM – 09:30PM