# OpenLab 3

**Dub it: One voice, many languages.**
**Innovation in captioning for performing arts**

**June 27th & 29th - "Marin Sorescu" National Theatre**
**June 28th            - INCESA (Research Hub for Applied Sciences)**
**Craiova, Romania**

With European cities becoming melting pots of different nations and languages, and also with the increasing international touring activities to festivals all over the world, theatres are facing the need to subtitle or dub their language based productions in order to reach wider and more diverse audiences. The usual technology, however, still requires a lot of manual work and expensive manpower.

The third OpenLab is dedicated to the possibilities of reinventing sur-/subtitling and captioning in theatre with new digital means. For the project **"Dub it: One voice – many languages"** theatre makers from **Théâtre de Liège, Belgium** and **Teatrul National « Marin Sorescu« Craiova, Romania** together with scientists from the **Universities of Craiova, Liège and Bucharest**, and the partner companies **Incesa** and **Multitel**, have been doing research in synchronized broadcast, vocal recognition and "speech to text" technology . The results and tests that have been conducted so far will be presented in the lab. The programme includes a visit at **Incesa** where the engineers will guide us on a tour of the institut and show us part of their work, focusing on innovative techniques and processes in mechatronics and robotics.
The Belgian company **TRANSQUINQUENNAL will present the artistic part of the project a non-linear play called IDIOMATIC** for 5 actors speaking different languages and a machine giving instructions. .

For a wider experience addressed to the participants and the audience in Craiova we invited also **CINETic** Bucharest to join our OpenLab. **CINETic** centre is a new interdisciplinary research centre founded in 2015 by The National University for Theatre and Film I.L. Caragiale. The activity of the centre is focused on research and innovation in the digital environment and in building up models and methodology for improving emotional and cognitive performance in humans through immersive environments such as film, theatre or VR. Throughout the presentations the 4 researchers invited will develop the challenges of bringing together theatre and the digital environment  as well as theatre and scientific experiment in neuroscience by presenting the ongoing projects of the centre.

Oganized by ETC, Teatrul Naţional "Marin Sorescu" Craiova and Théâtre de Liège

# Programme

## Tuesday, June 27th 2017

"Marin Sorescu" National Theatre (T.N.C.), "Ia Te Uită!" Venue, Craiova, Romania
www.tncms.ro

**10.00 – 11.30    Closed session**

**12.00 – 13.00    Press conference**
Welcome by  **Alexandru BOUREANU**, General Manager of T.N.C.
Introducing the "European Theatre Lab: Drama goes digital" (**Maren DEY**)
Introducing "Dub it  / Idiomatic " (**Jonathan THONON, George Albert COSTEA**)

**13.30 – 14.30    Lunch - Casa Ghincea Restaurant**

**15.00 – 18.00    Closed session**
**Claudiu Ionuţ  POPIRLAN**-Lecturer**, Florina BESNEA-** Student**, Răzvan SIRBU-** Student
**(INCESA)**
Working on "Dub IT/ Idiomatic": midterm evaluation

**20.30             Welcome Dinner – Big Ben Restaurant**

**Performances** (optional)

**19:00 – 20.00   Ion D.Sîrbu  Avenue (Studio) , T.N.C.**
„**The Religion Teach**", by Mihaela Michailov, directed by Bobi Pricop ,  production of
T.N.C. **(English surtitling)**

**21:30 – 22.00   Esplanade and Grand Lobby, T.N.C.**

**Dualitas (happening)**: Video Projections and Music (Mihai MILITARU), Painting
Exhibition (Obie PLATON), Live Music (Andrei BALASA, Leonard CROITORU), Dance
Performance ( Bucharest Underground Cocktail - Junior MANEA), Performance (Passe
Partout Company, Bucharest -  Ana PEPINE, Paul CIMPOIERU)

# Wednesday, June 28th 2017

**INCESA (Research Hub for Applied Sciences), Craiova, Romania**
www.incesa.ro

**09.00**          **Shuttle Bus to INCESA, Craiova**
              Parking lot of T.N.C. on  Calea Bucureşti (Bucharest Avenue)

**09.30 – 11.30  Maria NEGRILĂ, Assistent Manager INCESA, Claudiu Ionuţ  POPIRLAN, Lecturer – guided tour of INCESA , focus on:**
              Laboratory of Innovative Techniques and Processes in Mechatronics and  Robotics, Laboratory of Innovative Techniques and Processes in Biotechnology, Laboratory of Formal Intelligence Integration in Analysis, Simulation, Development, Testing and Certification of Communication Infrastructures , **Q&A session.**

**11.45 – 12:00  Shuttle bus to T.N.C.**
              Parking lot of T.N.C. on  Calea Bucureşti (Bucharest Avenue)

**12.15 – 14.30   Closed session**
              Working on IDIOMATIC  (Miguel Decleire) and project timelines

**15.00 – 16.00  Lunch – Casa Ghincea Restaurant**

**Performances at the International Young Theatre Director Showcase** (optional)

**16.00 – 17.00  Department of Arts / Studio Venue**
              **„Anna"** by Teodora Marčeta, inspired by Lev Tolstoi, directed by Ivana Janošev – Academy of Arts - Novi Sad / Serbia (no intermission) (English surtitling)

**18.00 – 19.15  T.N.C. - Ion D.Sîrbu Venue (Studio)**
              **„Ei, și?"(So what?)** inspired by Eugen Ionescu, directed by Andreea Ciocîrlan – UNATC Bucharest / Romania (no intermission)

**20.00 – 21.50  T.N.C. Main Venue (Amza Pellea Venue)**
              **„Edmond"** by David Mamet, directed by Andrei Dinu - UBB Cluj in collaboration with The Municipal Theatre of Baia Mare / Romania (no intermission)

# Thursday , June 29th 2017

"Marin Sorescu" National Theatre, "Ia Te Uită!"  Venue
**www.tncms.ro**

**10.00 – 11.00    CINETic Bucharest (cinetic.arts.ro)**

> **Dr. Grigore BURLOI & Ştefan DAMIAN** -  Movement Sonification-SoundThimble – a high gesture sonification framework.
> SoundThimble is a design platform for layered sonic interaction based on the relation between human motion and virtual objects in 3D space.A Vicon motion capture system and custom software are used to track, interpret and sonify the movement and gestures of a performer relative to a virtual object. (30 min slide presentation)

> **Dr. Grigore BURLOI & Dr. Alexandru BERCEANU - EEG Sonification**
> The advent of accessible EEG headsets such as the Emotiv EPOC has made possible the real-time control of live performance environments through BCIs.Through the mapping of EEG activity into sound, the audience participates in a noninvasive way in creating the performance. During the presentation we will go trough set up process and algorithms which create sound and predict emotions. (30 min slide presentation)

**11.00 – 11.15    Coffee break**

**11.15 – 13.30    CINETic Bucharest (cinetic.arts.ro)**

> **Marius HODEA - Immersive Experience for VR Devices**
> Through hands on and immersive experiences via Oculus Rift VR devices will demonstrate the use and basic concepts in VR creation. Experiences will be based on projects developed by CINETic în VR environment like the Jilava Masacre or TIFF Tilt Brush Workshop.
> Talk 30 minutes / Experiences 3 hours (max 5 persons per hour)

**14.00 – 15.00    Lunch – Casa  Ghincea Restaurant**

**Performances at the International Young Theatre Director Showcase** (optional)

**16:00 – 17.40    T.N.C. Main Venue (Amza Pellea Venue)**
„Film" by Annie Baker, directed by Șerban-Marius Fleancu – UNATC  Bucharest / Romania  (no intermission) (English surtitling)

**18:00 – 19.40    Department of Arts / Aula Buia**
„**Eling and Kjell Bjarne**" by Ingvar Ambjarnsen, directed by David Alić – NoviSad Arts Academy  / Serbia (no intermission) (English surtitling)
**20:00 – 22.00    T.N.C.  Ion D.Sîrbu Venue  (Studio)**
„**Hotel Europa**" by Goran Stefanovski, directed by Andrei Raicu - UAT  Tg.- Mureș for 9G Programme at  T.N.B. – Bucharest / Romania (no intermission) (English surtitling)

# Partners

**INCESA** Research Hub for Applied Sciences), Craiova, Romania
www. lncesa.ro

**INCESA** (Research Hub for Applied Sciences) is intended to be an inspiring co-working space for driving effective innovation for the benefit of ever wider communities. Times have changed, people have changed… we need to harmoniously meet the expectations of cutting-edge researchers, entrepreneurs and strategic business and sociocultural partners in a most active and interactive way. INCESA is a hub, framing mindsets, incubating innovative ideas and intensifying and amplifying outcomes for all the intended destinations. Manageably. Outreaching. Feedforwarding.

**MULTITEL** is a Belgian private non-profit research centre leading applied research and development activities for industry leaders, SMEs and spin--off companies. It was initiated by the "Faculté Polytechnique de Mons" (now UMONS) and "Université Catholique de Louvain"  under initiatives supported by the European Commission and the Walloon Region. MULTITEL is active in five interrelated R&D areas: Applied Photonics, Network Engineering, Signal and Embedded Systems, Computer Vision and Railway Certification. MULTITEL is a technology transfer medium. Many spin---off companies have already emerged from the centre: BABEL Technologies (now ACAPELA Group), IT--OPTICS, SMARTWEAR, ACIC, POLYMEDIS (nom EXPERTHIS), TECH4RAIL. MULTITEL has an international reputation with the industrial services offered in the field of the optical metrology (field characterization of optical networks, reliability of optical sub--systems and components, periodical calibration of optical tests equipment, etc.). MULTITEL also participated in various European projects (FP6, FP7, H2020).

**CINETic , Bucharest**
cinetic.arts.ro

**CINETic** centre is a new interdisciplinary research centre founded in 2015 by The National University for Theatre and Film IL Caragiale, Bucharest, Romania. The activity of the centre is focused on research and innovation in the digital environment and in building up models and methodology for improving emotional and cognitive performance in humans through immersive environments such as

film, theatre or VR. Using the experience of theatre, the film practice as well as pedagogy. The LDCAPEI Laboratory from CINETic aims at making progress through neuroscientific approach in understanding how the spectator builds up experience by watching a performer and by watching the way the performer builds up experience

**Transquinquennal , Belgium**
www.transquinquennal.be

Founded in 1989 by Bernard Breuse and Pierre Sartenaer (who later withdrew), today the collective is composed of Bernard Breuse, Stéphane Olivier and Miguel Decleire. They approach a play like a thought experiment similar to Schrödinger's cat (who is both dead and alive in its box) or Buridan's ass (who is dying of both hunger and thirst because it can't make up its mind between hay and water): they put their finger on absurdity, the prevailing schizophrenia and the representation of reality. They don't hesitate to give the spectators a measure of power whose use in the course of the performance is risky but determining (not least in *Capital confiance*, where a button literally allows the audience to put an end to the show).

# Experts

### Claudiu Ionuţ POPÎRLAN
Graduated the Faculty of Mathematics and Informatics of the University of Craiova and receive the Ph.D. in Computer Science in 2009. Since 2012, he is Lecturer at the Computer Science Department, Faculty of Sciences, University of Craiova, Romania. His research interests include: multi-agent systems, knowledge representation and advanced programming techniques and he has published over 50 papers in refereed conferences, journals, lectures and monographs in these domains. From 2016 is Head of Laboratory of Formal Intelligence Integration in Analysis, Simulation, Development, Testing and Certification of Computation Infrastructures, INCESA – Research Infrastructure. http://incesa.ro/#/computer_science/computation_infrastructure, http://popirlan.ro/claudiu/, http://inf.ucv.ro/popirlan/

### Jean-Yves PARFAIT
Holds an Electrical Engineering degree from the Polytechnic Faculty of Mons (University of Mons) since 2005.
Past experience: 2005-2010 (Multitel): Researcher/project manager in Applied Signal Processing. recognition, machine learning and statistical inference.

### Alexandre SOKOLOW
Holds an Electrical Engineering degree from the Polytechnic Faculty of Mons (University of Mons) since 2010. In 2011, he followed a program in biomedical signal processing at the Katholieke Universiteit Leuven (KULESAT). 2011-2017 (Multitel): Researcher/project manager in Applied Signal Processing. Research interests: dsp, speech processing, biomedical signal processing.

**Alexandru BERCEANU**

Is a independent director and cultural manager. He directed numerous theater performances in state and independent theatres which won national and international awards. He is a founding member of the dramacum NGO. Starting from his interest for new playwriting and extending performance areas. Alexandru Berceanu collaborated at interdisciplinary projects as Immersive and Subversive Installation 1958-1958 or writing the script of the graphic novel Mickey on Danube.

He is a PhD candidate at Babeș-Bolyai University Cluj with the subject: "Violence in Performativity Arts, From Hypnotic Power to Social Responsabilty" conducted by prof dr Miruna Runcanu.

Berceanu's artistic practice combines documentary work with artistic intervention. His work is centered around discrimination, violence and consequences of politics at individual level. His performance "interface 3" was built on the interested on neuroscience, during the performance music being generated in real time from EEG through computing algorithms. He wrote and directed the play Skin Look based on a documentation process on Roma identity in Turkey and Romania.

Alexandru Berceanu is currently the director of CINETic research center at UNATC IL Cargiale where he works also as a researcher.

**Grigore BURLOI**

Dr. Grigore Burloiu defended his PhD thesis "Dynamic Music Representations for Real-Time Performance" at the University "Politehnica" Bucharest (UPB) in 2016. His research involves machine learning for interactive music, tempo/synchronisation, and gesture sonification. He currently leads the research of the Sound & Light Digital Interaction lab within CINETic, U.N.A.T.C. "I. L. Caragiale", as well as teaching computer music at the postgraduate level within UPB. Current and past projects include SoundThimble (a real-time motion & gesture sonification framework), rvdtw~ (a pure audio-driven tempo tracker for Max/MSP), and Interfața (EEG brainwave sonification for interactive theatre).

**Marius HODEA**

VR Artist-CINETic Research Assistant started his career in environmental, space, and industrial design and directed towards experiencing space in real or virtual life combined with technology that would make it a unique and new experience. Marius' main focus is on new media installation design that can be perceived for many uses from art to film. To Marius, Virtual reality is a key element because of its innovation in perceiving media and space and also the excitement that it creates. Currently, Marius is a Ph.D. candidate at the National University Of Arts in Bucharest studying spatial relations with the object between real and virtual environments. Previously, he received his M.A. in Interior and Spatial Design.

**Ştefan DAMIAN**

Is a sound designer, composer and audio programmer based in Bucharest. He has been involved in a vast range of projects including film sound, music production, music for motion picture, electroacoustic composition, multichannel diffusion, interactive sound installations, development of synthesis engines and DSP tools.

After graduating Film School at UNATC, where he received a BA in Film Sound and Montage, he pursued a Masters degree at the state of the art Sonic Arts Research Centre (SARC) at Queen's University Belfast, where he was awarded an MA in Sonic Arts. At the moment he is doing a PhD at UNATC researching new ways of interacting with sound in electroacoustic music. His main area of interests includes (but is not limited to): new media, electroacoustic and acousmatic music, psychoacoustics, sound synthesis, spatial sound and interactivity.

## Addresses & Contacts

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**<u>Restaurant Big Ben – International Cuisine</u>**

https://www.facebook.com/BigBen.Eat.Drink/

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The project "European Theatre Lab: Drama Goes Digital" was initiated by the European Theatre Convention in collaboration with its partner theatres.