#liveness

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A talk about my PhD research, Liveness: exploiting the here and now of us together, concerning audiences and interaction.

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Part One: Enter the audience.
To better understand liveness, we need to enter the audience. Consider sports fans chanting...

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Performance Theory is coming to a framing of liveness where the audience and interaction are central.

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Performance Theory is coming to a framing of liveness where technological interventions can be embraced.

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To explore interaction's role in liveness, we need to go beyond a generic, undifferentiated treatment of audience.
To explore interaction's role in liveness, we need to build on the empirical trajectory: that's where the contributions are.

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Experiments in audiencing

Question: is my experience, in an audience, effected by my interaction with others?

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Experiments in audiencing

Question: what modalities can we identify or invent; what are their characteristics?

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Two: Embrace the audience.
To design for liveness, we need to embrace the audience. Yes, enter the backchannel...

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Design Goal: Active Spectating Informed Performance Audience first, all else will follow...

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What around the existing interactions could we filter or amplify; what are the observable phenomena we can concretely work with?

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“Are we on the same page?”
A formative study that starts with this colloquial phrase and finds itself in the classroom.

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Classrooms are live situations, and trends such as podcasting lectures are bringing their live quality into sharp relief.

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OSP: mesh networking iPad software to experiment with mediated human-human interaction in the classroom.

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For more: CHI Position Paper
This talk is an abridged version of a paper available http://tobyzz.net/projects/phd
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