

Performing Presence Conference
March 2009

**MindTouch:
embodied ephemeral transference
(biosensor-mobile media
performance practices)**

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SMARTlab PhD Candidate

mobile video – workshop activity

- discuss and make available consent + release forms
(2 minutes)
- video collection activity – one individual, one with partner
(5 minutes each)
- participants bluetooth videos to me (2 minutes)

liveness in mobile video participatory performance

- ✧ liveness (*mediated*)/ virtual (*real*)
- ✧ presence (*absence*)
- ✧ experience (*perception*)
- ✧ locative mobile media / video
- ✧ embodied performance
- ✧ visceral / sensation
- ✧ intimacy / immediacy / mobility
- ✧ sensor technology and the body
- ✧ performers / audience



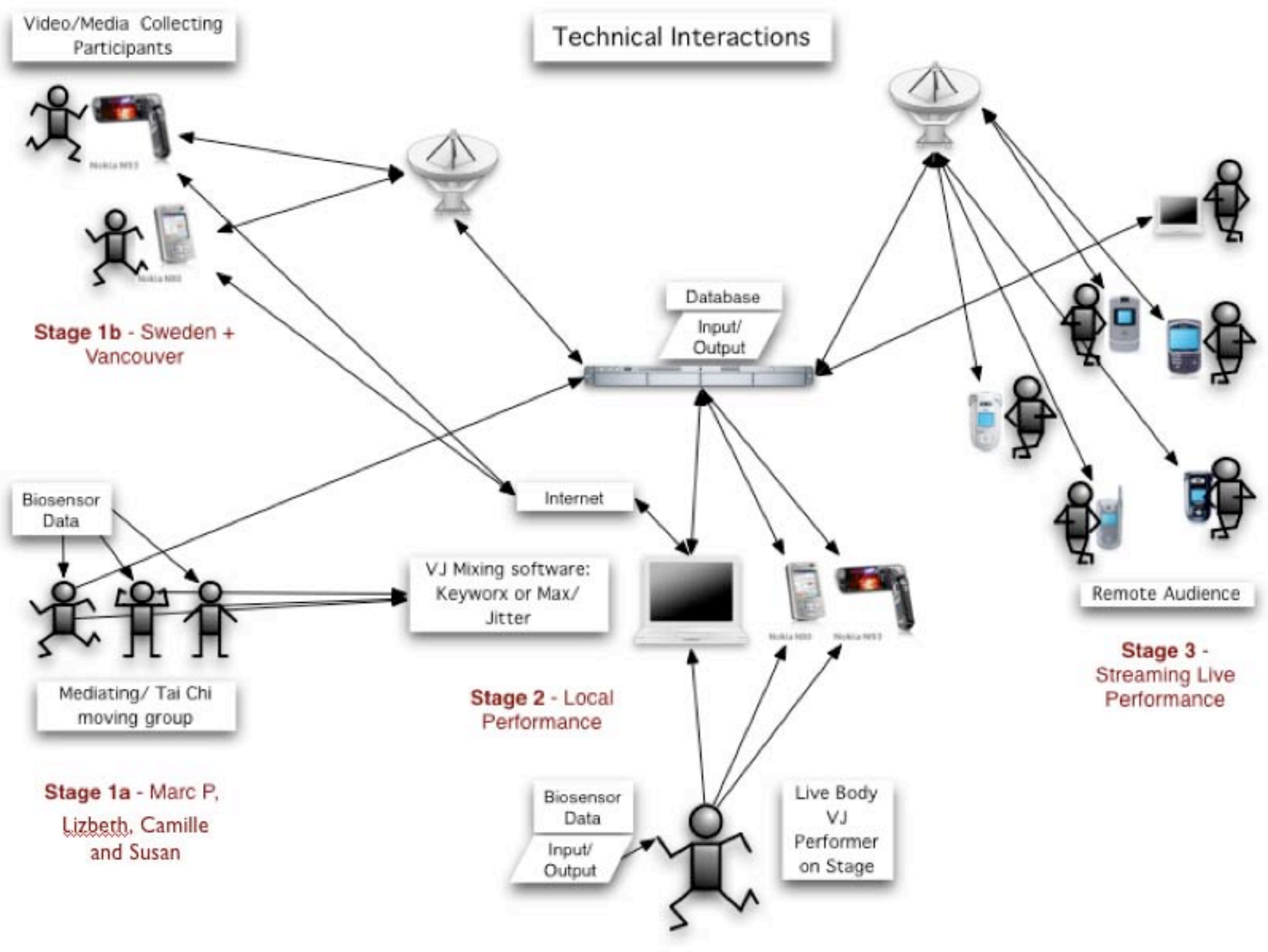
mobile devices as non-verbal expression



first video collection workshop in Vancouver June 2007

mobile embodied performance media





Video/Media Collecting Participants

Technical Interactions

Stage 1b - Sweden + Vancouver

Biosensor Data

Internet

VJ Mixing software: Keyworx or Max/Jitter

Remote Audience

Mediating/ Tai Chi moving group

Stage 2 - Local Performance

Stage 3 - Streaming Live Performance

Stage 1a - Marc P, Lizbeth, Camille and Susan

Biosensor Data Input/Output

Live Body VJ Performer on Stage

video collection workshops : two - Dublin



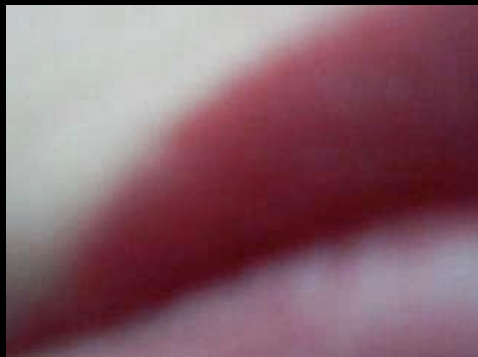
Image © 2007 C. Baker workshop still Dublin July 2007

video collection workshops : three - Vancouver



Images © 2007 C. Baker - stills from participants' videos from Vancouver workshop August 2007

video collection workshops : fourth - Dublin

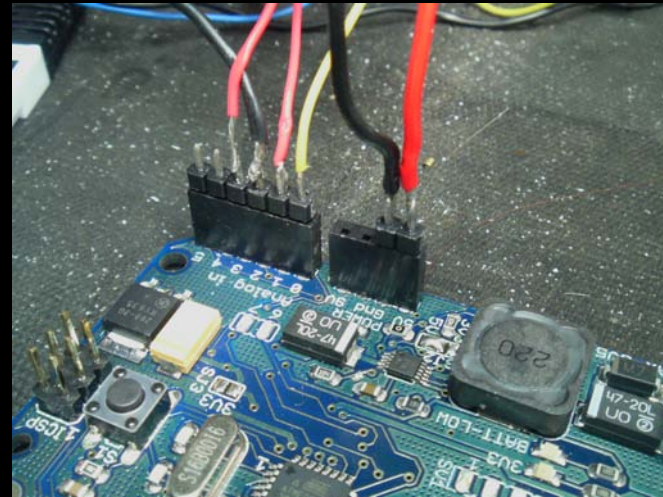
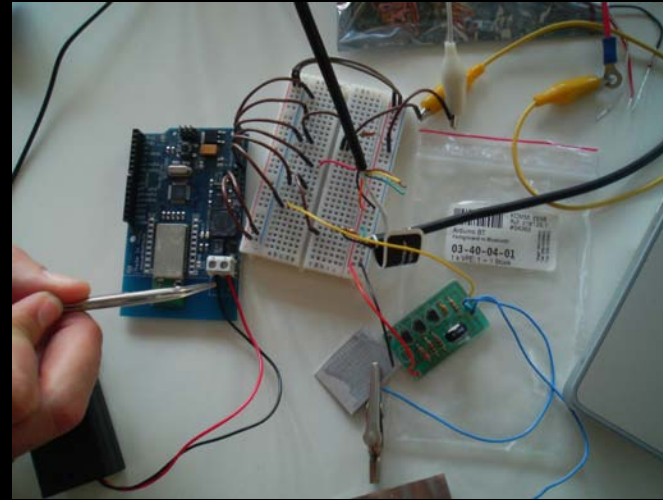
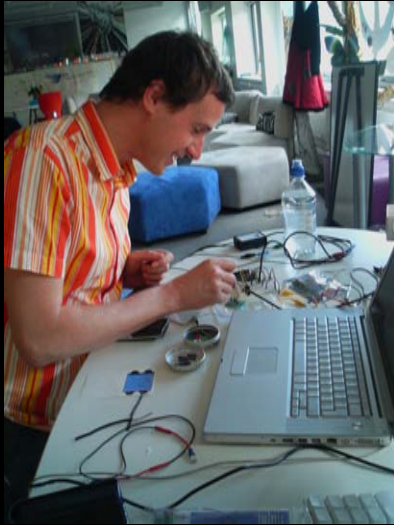


Images© 2007 C. Baker - stills from participants' videos from Dublin workshop October 2007

mobile video – examples

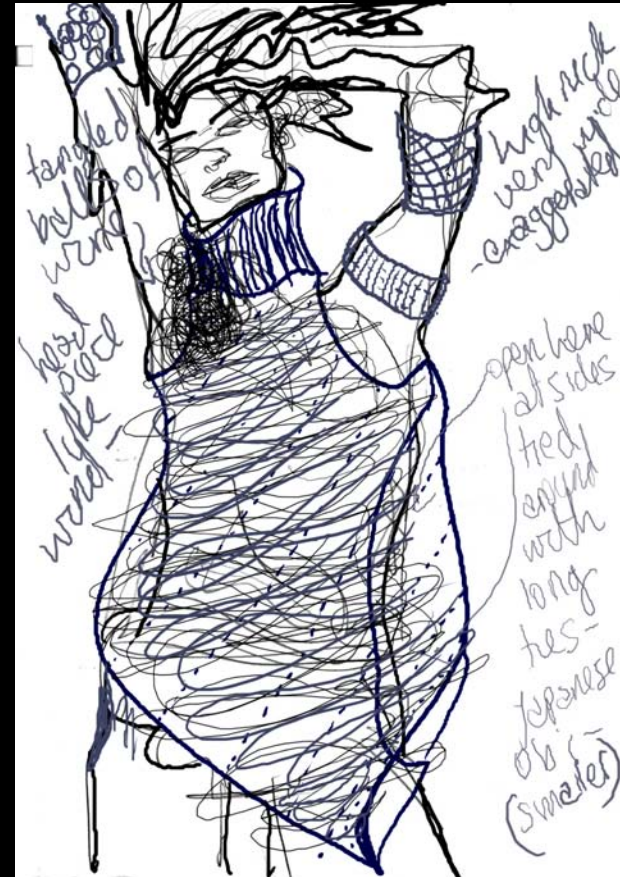
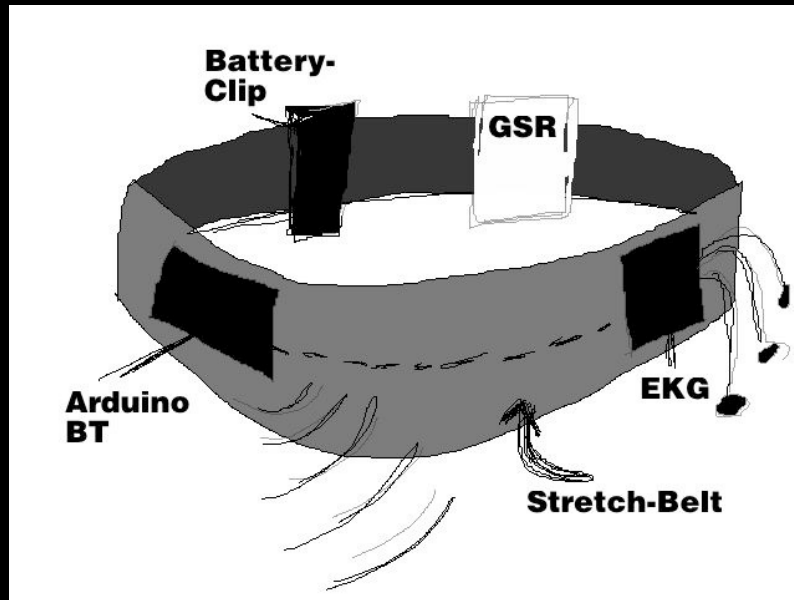


sensors + software

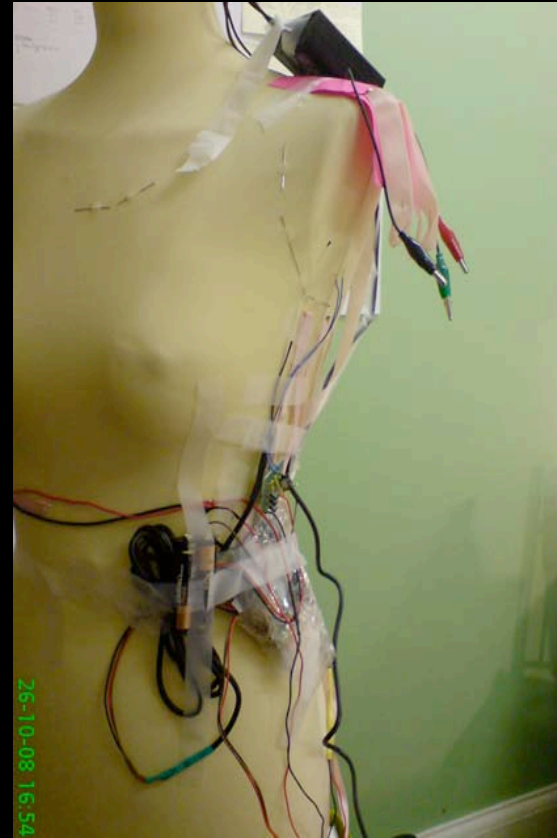


Camille Baker, MSc Interactive Arts

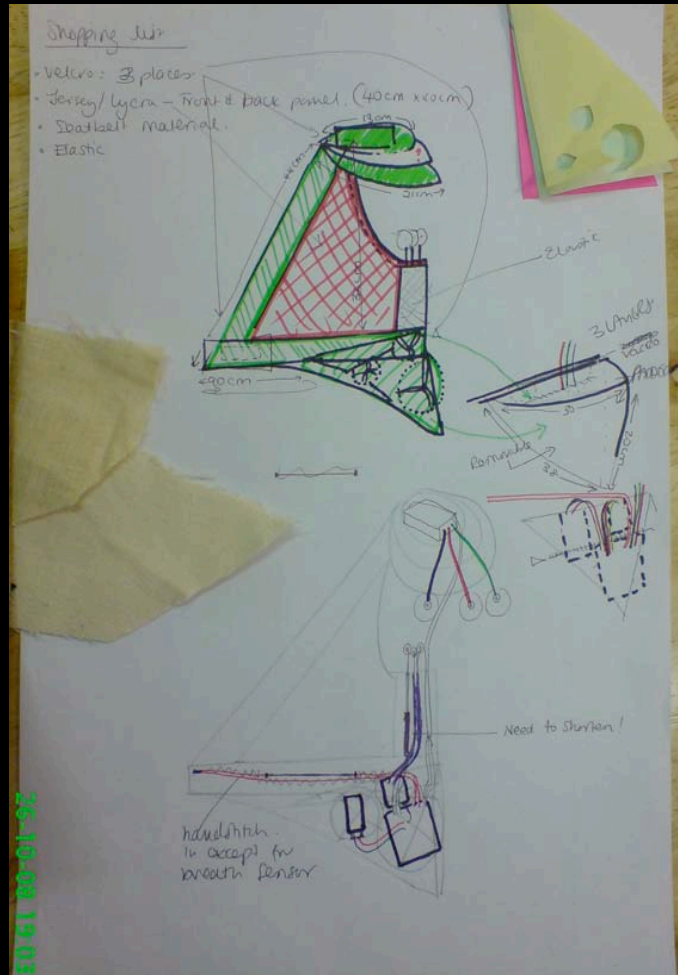
smart garments



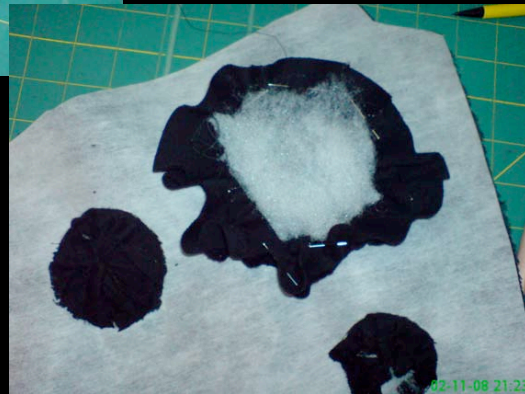
- placing the biosensors



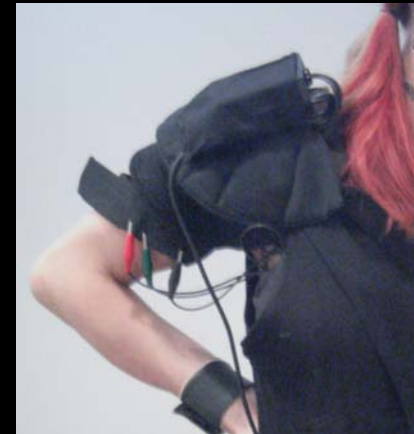
- developing the prototype



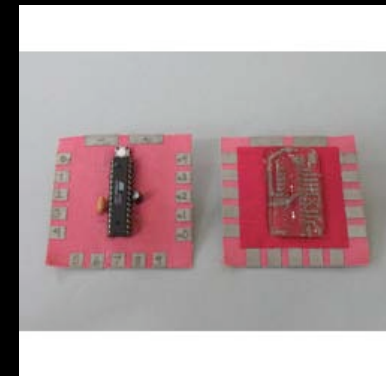
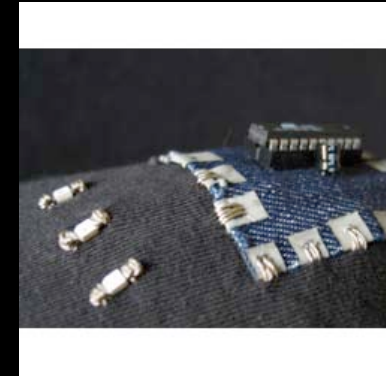
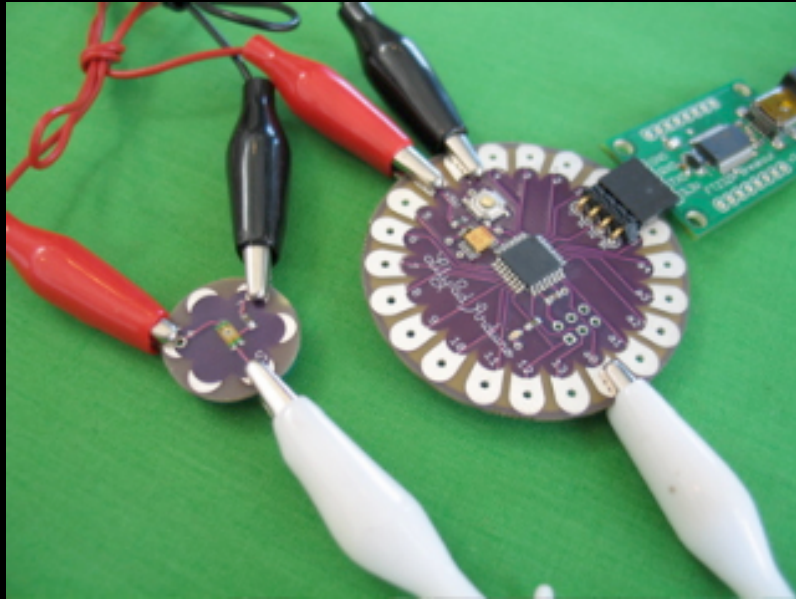
- making the 1st prototype



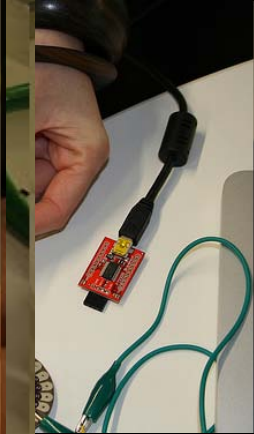
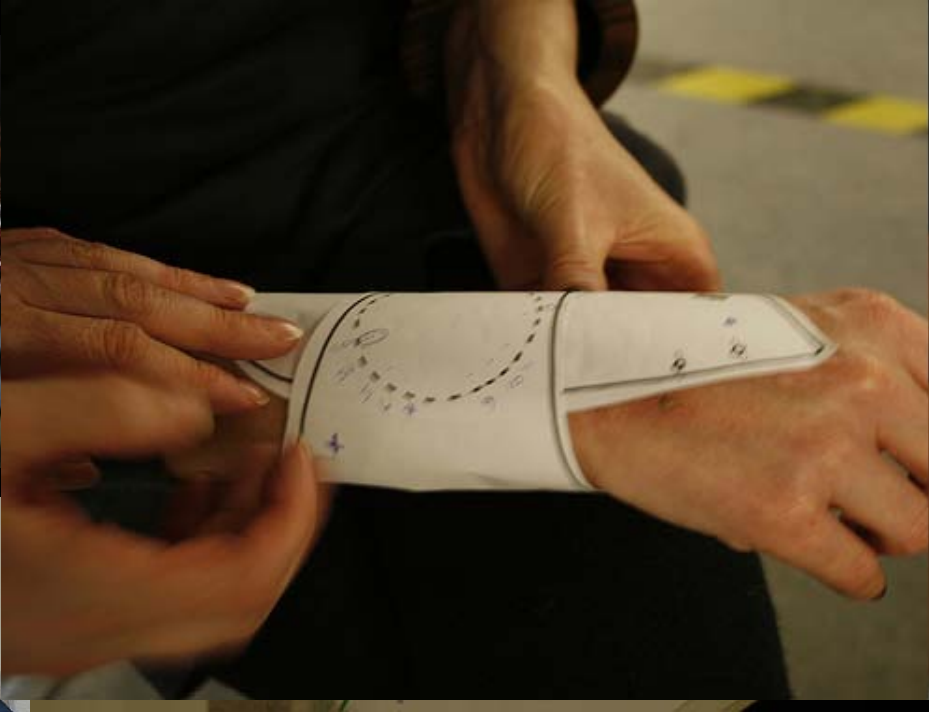
Finished prototype 1: garment and embedded sensors



Wearables, garments and embedded sensors – future developments



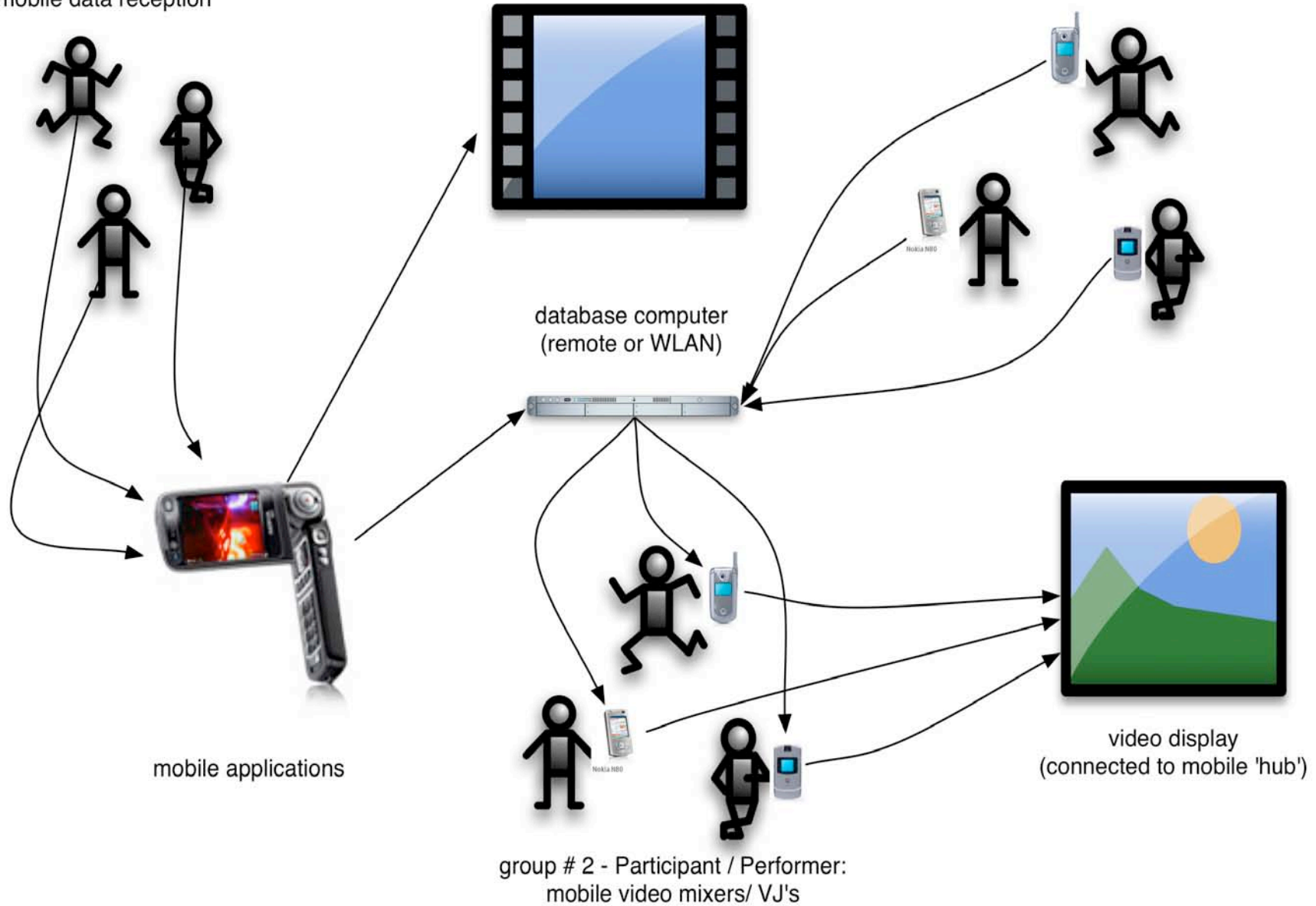
From Leah Buchley's site : <http://www.cs.colorado.edu/~buechley/projects/performance/performance.html>



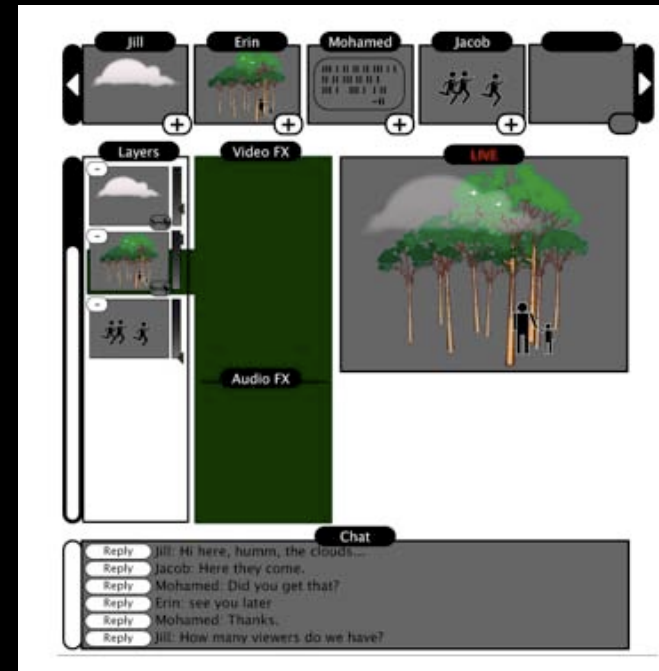
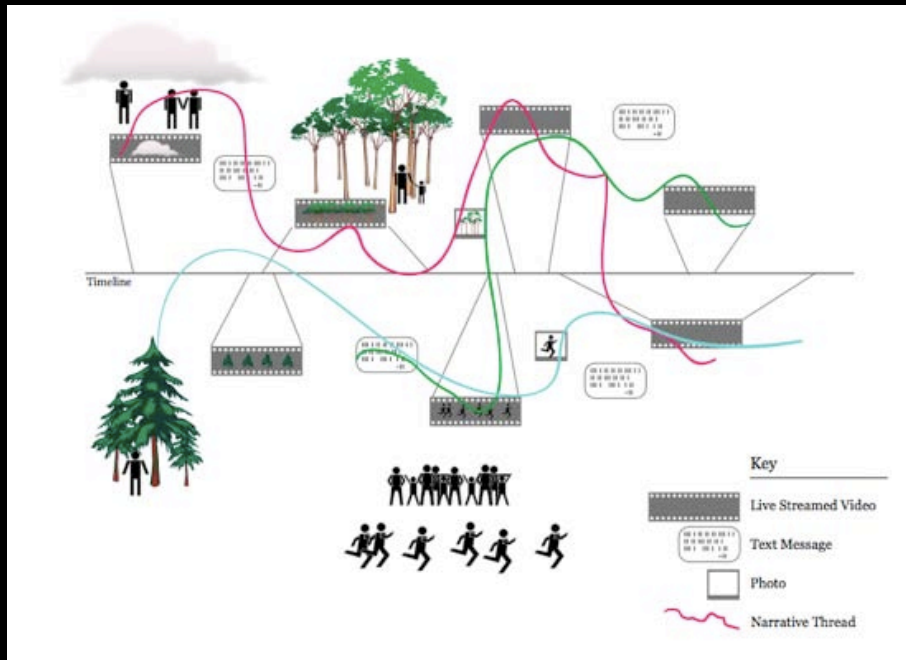
group # 1 -
Participant / Performer:
biofeedback sensors /
mobile data reception

video display
(connected to mobile 'receiver')

group # 3 - Participant / Performer:
mobile videographers



mobile video software – vision



mobile video software – in development

The screenshot displays the Quartz Composer application interface. The main window is titled "ACNexusBT_06.qtz - Editor" and shows a "Root Macro Patch" workspace. The patch consists of several interconnected objects:

- LFO**: A green object with parameters for Type, Result, Period, Phase, Amplitude, Offset, and PWM Ratio.
- ACNexusBT**: A blue object with parameters for Random @ Offline, TX, Update, RX, and AIN #0 through AIN #5.
- ACNexusEnhancer**: A green object with parameters for Enhancement Mode, Sample Size, Min, Max, Scale From, Scale To, and Input #0 through Input #5.
- Clear**: A pink object with parameters for Enable and Clear Color.
- ACDebugBars**: A pink object with parameters for Enable and Height.
- ACDebugStrings**: A pink object with parameters for "Show Numeric Info" and String #0 through String #5.

The patch is connected to a "Viewer" window titled "ACNexusBT_06.qtz - Viewer". The viewer displays a video feed with a red overlay, indicating a video processing pipeline. The viewer's status bar shows "Custom" rendering mode, "592x453 Pixels" resolution, and "59.94 FPS" frame rate.

mobile video software – available options



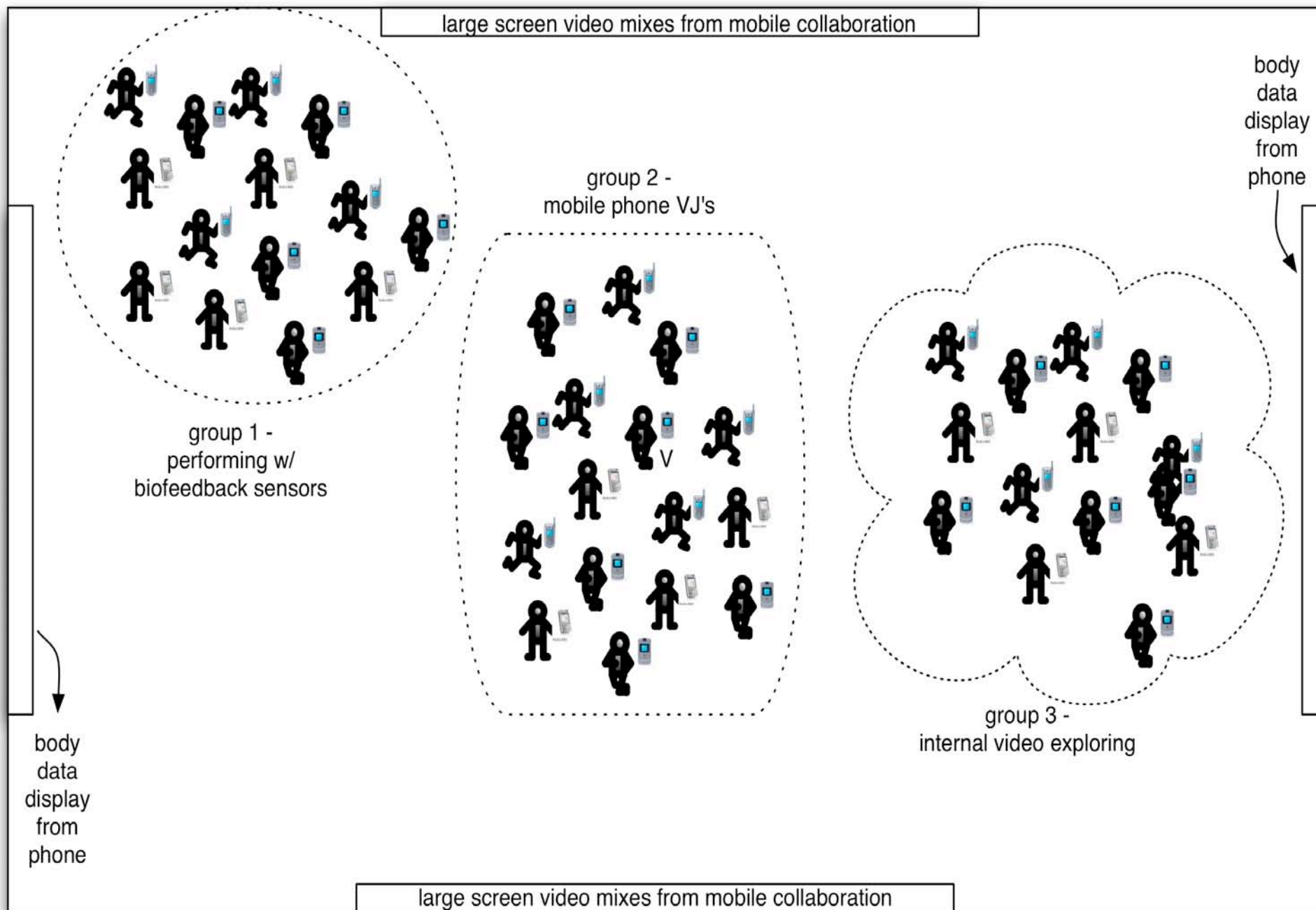
Exit



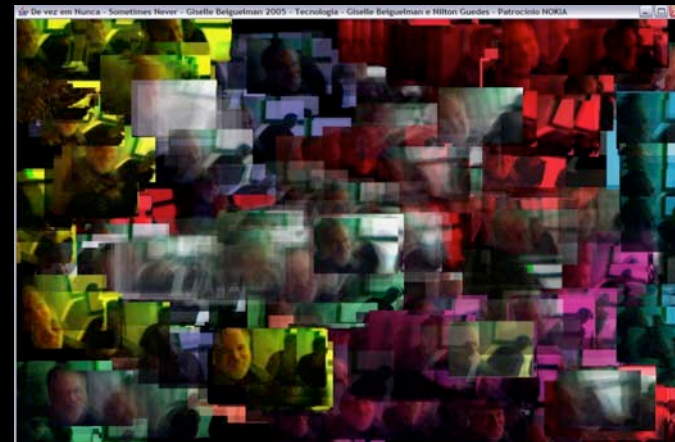
Image from <http://mobile.processing.org/learning/example.php?name=photoslider>

Image from <http://r3nder.net/mt/mt-search.cgi?IncludeBlogs=7&search=mobile>

Performance Set Up / Staging



future + performances



related work – video + biosensing



each video stimulus is selected after psycho-physiological tests for their effects on central and autonomic nervous systems



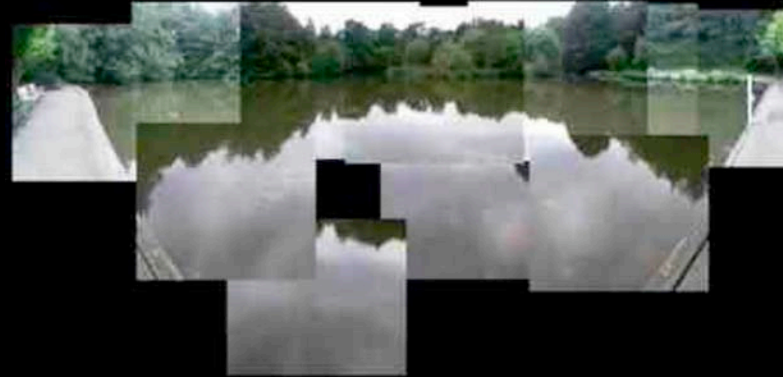
Tina Gonsalves <http://www.tinagonsalves.com/>

Tina Gonsalves is one of those artists, whose work is most similar in intention, nature and outcomes to mine (although I just discovered her).

FEEL:TRACE : responsive biofeedback installation (Australia 2006) :

“...is a psychophysiologicaly responsive video installation synthesizing art, neuroscience and technology. The project explores new, more embodied languages of interactive and emotional communication, investigating the inter-relationship of the internal body and the external world. Using biosensors, the participant’s heart rate responses are monitored.”

related work – mobile video



Mobile Video Art : mobile video paintings by Dean Terry

www.100lies.com

<http://www.deanterry.com/blog/index.php/2005/10/>

Speech Marks 2004 Steve Hawley

<http://www.artdes.mmu.ac.uk/profile/shawley/image/10349>

related work – participatory performance



Blast Theory (2003) – Uncle Roy All Around You a participatory performance as well as a mobile and internet game. It engaged users in unique, theatrical activities using the participants / gamers in the city using portable devices and phones rather than only avatars only on computers.