

Who are we?

- Elena Márquez Segura
- Carolina Johansson

MobileLife Centre and Interactive
Institute (Stockholm, Sweden)

DanceStar Project.
Researching Dance as Interaction.

5-min-Madness



- Gesture, Play and Technology_ symposium
- Pervasive Media Studio within the Play Research Group (Bristol, May 17th)



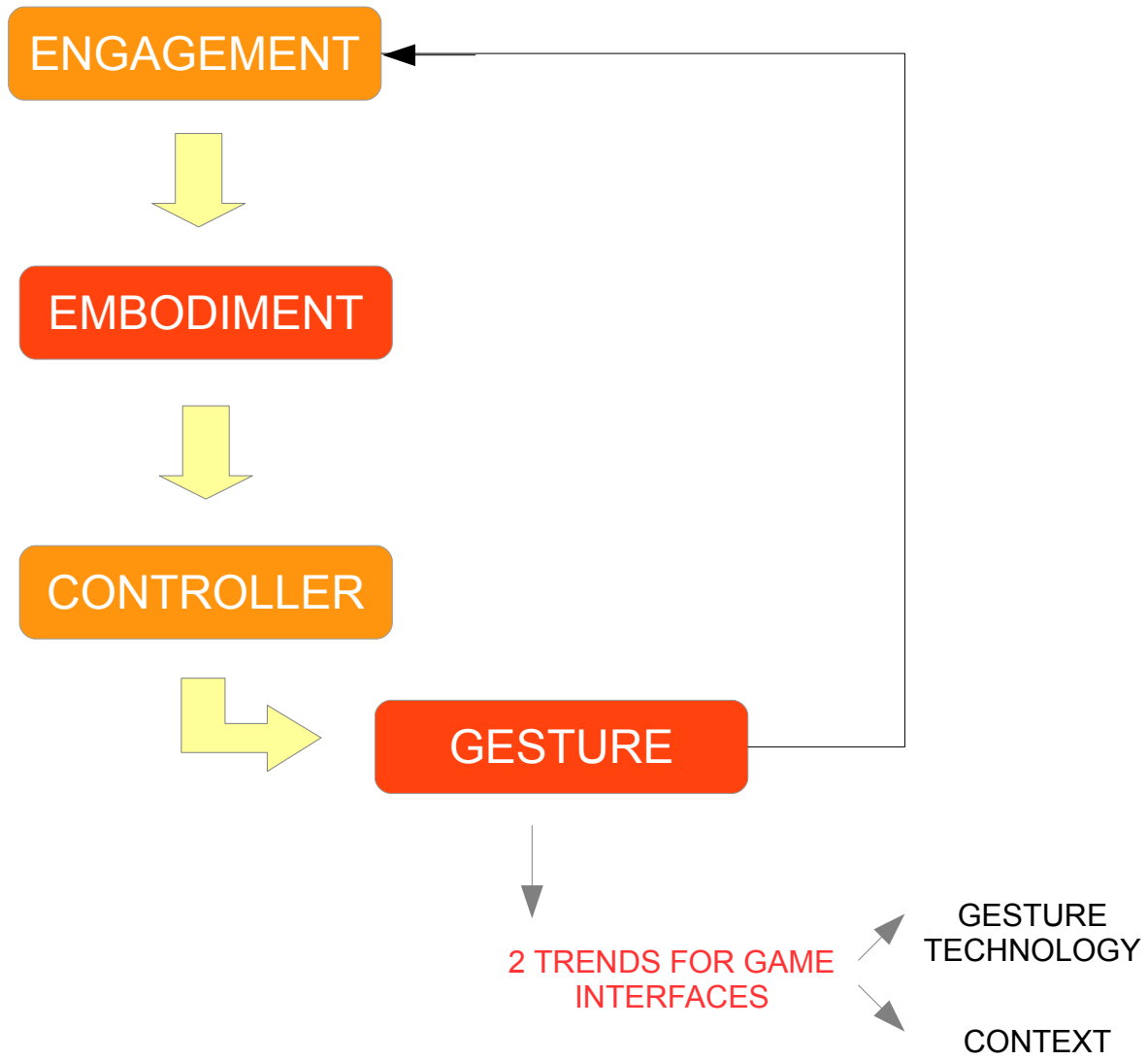
Symposium: <http://playfulsubjects.org/>

Play research group: admin@pmstudio.co.uk

What was it about?

Programme:

9.30 – 10 am	Arrival, Coffee & Welcome	2.00 – 3.15	PANEL 2: TRANSLATION, EXTENSION & ABSENCE Mitu Khandaker INVESTIGATING CONTROLLER-EVOKED PHENOMENOLOGICAL EMBODIMENT Teresa Dillon THE EXTENDED SELF Mark Palmer IMMANENCE, INVOLVEMENT AND THE IMMATERIAL
10 – 11am	INVITED PRESENTATION Bart Simon THE CONTRADICTIONS OF CONTROL: ON THE UTTER FAILURE AND PROMISE OF GESTURAL GAMES Patrick Crogan: RESPONDENT	3.15 – 3.45	TEA BREAK
11.00 – 11.30	PLAY RESEARCH GROUP PROJECT PRESENTATION Seth Giddings & Helen Kennedy 'INCREMENTAL SPEEDS INCREASES EXCITEMENT' BODIES, SPACE, MOVEMENT AND TELEVISUAL CHANGE	3.45 - 5.00	PANEL 3: TRANSLATING EMBODIMENT: MAPPING MOVEMENT James Ash TELEPLASTIC TECHNOLOGIES: CHARTING PRACTICES OF ORIENTATION AND NAVIGATION IN VIDEOGAMING Grethe Mitchell GAME CATCHER Elena Marquez RESEARCHING DANCE AS INTERACTION
11.30 – 12.00	Coffee Break	5.00 - 5.30	PLENARY DISCUSSIONS BART SIMON/PATRICK CROGAN/SETH GIDDINGS/HELEN KENNEDY
12.00 – 1.15	PANEL 1: GESTURE, SPACE & RHYTHM Mark Paterson YOUR MOVE? CONCEPTUALISING THE SENSE OF MOVEMENT AND KINAESTHETIC FLOW IN GESTURE-BASED INTERFACES Kenton O'Hara GESTURE AND PERFORMANCE IN PUBLIC SCREEN GAMING Dan Dixon BODIES, RHYTHM AND DIGITAL GAMES Rune Klevjer: RESPONDENT		
1.15 – 2.00	LUNCH BREAK		



Hot topics

- Gestural games: from Wii -> to ?
- Shifting focus: from watching the screen – to watching the players
- Vision: still the dominant mode of interaction.
- Future: get rid of controllers -> get rid of screen
- Context: design for the space outside of what the system can measure – allow for a little magic!
 - Forced situations (how to more use your body)
 - Place and Space: spectatorship & performance

Hot topics

- **Lexicon:** need to get the basis right (Rhythmanalysis - a tool for analysis of movement)
- **Gesture:** natural vs explore dressage
- **Audience:** design for better experience as a spectator
 - Sympathetic kineasthesia: holding your breath, etc
 - Playing for the crowd – gesture as a performance
- **Materiality:** diff materials will inspire different movement (wooden stick vs plastic wiimote)
- **Cybernetic bandwidth:** to which degree a players physical self can be mapped, through different channels

Hot topics

- Questions to be addressed:
 - 1:1 mapping of movement is still the promise: but do we really want that?
 - What requirements does the systems put on your body? (rhythm, balance, strength, etc)
 - Should games inspire movement or be design for controlled movement?
 - Gesture vs Posture vs Movement vs Performance

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Lexicon!

Links

- Symposium: <http://playfulsubjects.org/>
- Pervasive Media Studio:
<http://www.pmstudio.co.uk/>
- Play Research Group:
http://www.uwe.ac.uk/sca/research/playresearch_group.shtml
- MobileLife Centre: <http://mobilelifecentre.org/>
- Interactive Institute: <http://tii.se/>
- The BodyBug: <http://www.bodybug.se/>
- Movinto Fun: <http://www.movintofun.com/news.html>