

Discussion

Stephen A. Schrum, Joseph DeLappe & Adriene Jenik



NathalieFougeras: Group Discussion now
 suzon: Thanks a lot Adriene
 NathalieFougeras: thanks
 -alberto: thanks a lot
 Adriene, joseph & vicki and stephen
 -guest336: thanks Adriene
 -yann: (time to make a screenshot)
 -annia: thanks Yann for remembering me
 NathalieFougeras: :)
 -yann: ahahha
 -Gretta: me too :)
 -alberto: For the last 40 years, as artist, I am occupied to express contemporary life, and to spread social situations
 -helen: they allow us to explore different parts of ourselves as well (avatars)
 -yann: (i would like to understand english when spoken... i'm like blind with the sound...)
 suzon: so they die for some and are puppets for others
 -Gretta: Avatars give us a chance to "live a different life" because we psychologically embody them
 suzon: the ones which never die
 -mem: me too sometimes, blind
 -Clara: Question to Joseph: is that kind of embodiment (Ghandi) the future of cyberperformance?
 NathalieFougeras: :)
 suzon: not forzen
 -helen: thinking is important!

-yann: @mem the future incyperformance is in automatic translation by bots...
 NathalieFougeras: sure
 -Gretta: yes! bots!
 NathalieFougeras: i'm a bit in this mind too
 -mem: haha, great. can't wait
 -yann: Google will do it - after Babylon..
 -mem: @yann: hope that it will be better than google translator
 suzon: solution to the babel tower - to get automatic translations
 -helen: it's like children with toys, project whole personality into a doll
 suzon: puppets are ambassadors
 -marischka: a lot of rituals in africa involve masks
 -marischka: there is something powerful there
 NathalieFougeras: mm
 suzon: re-inventing rites...
 suzon: rituals
 -annia: Adriene : Were thought about public reaction, participation part of your project development or were it more conceptual problematics
 -marischka: passage yes
 NathalieFougeras: it was what we talked with marc and i new ritual
 -alberto: greek theater use famous mask

NathalieFougeras: it comes back here in this block..;)
 asondheim: avatars are complex projections; for some, they're literally functions (like mathematical functions) created to carry out specific actions - for others, their empathetic embodiments of psychoanalytical drives. there's no one way of course of reading identification
 asondheim: and for some, identification doesn't even come into play
 -Clara: Question: is not text and telematic performance going to get outdated with more embodied performance with avatars and more developed interfaces that allow more embodiment?
 -marischka: agreed alan - totally personal
 -helen: we need different ways to express emotion
 -alberto: i agree Helen
 -helen:
 -helen: *smile*
 asondheim: some people withdraw from this sort of presence, specifically voice, which is why there are now voice disguises in Second Life voice modules - people want that imaginary distancing
 -marischka: i learnt recently that in RL 70 % of communication is non-verbal - in general
 -helen: :)

asondheim: I know an online married couple for example who refuse to use voice with each other at all - it's too close to the body
 -yann: that's right, communication is physical...
 -helen: text is very powerful
 -mem: especially when fighting
 NathalieFougeras: text transport
 asondheim: communication can be entirely verbal with text - Dufrenne wrote about the world of the text (he was Kristeva's teacher) -
 bonemap: the utterance is powerful
 -christina: communication can be anything: there are so many ways of communication... art is communication, technology is communication... even breath is communication...
 -helen: alan mentioned before about voice in SL - people want modulation to distance voice
 -alberto: here in my home, are 2 young people, they say is obvious, all we're reflecting, and say cyber culture, is, in fact a reality, and have not returned
 -mem: but online we discuss
 -annia: interesting remark about voice being penetrating more
 asondheim: the utterance connects directly with the body if it's not modified - Barthes spoke of the grain of the voice in this regard - we use it that way in performance
 NathalieFougeras: face to face yes

NathalieFougeras: you looks, smell, feel, listen..

-mem: what other communication there is than verbal and 2-dimensional imagery?

-yann: here we can see that people moving on a picture with sound have more power than those with just text...

bonemap: image becomes visual noise more readily than text

asondheim: there's actually a lot going on in Second Life but that's another story

-robmyers: text :-)

asondheim: they're huge differences, ah well...

-robmyers: text provides a unified medium for sound, image, time, speech, events...

-helen: text provides another layer here ...

suzon: but SL is a corporate place?

-yann: authority

suzon: it has currency?

suzon: it has censorship?

-mem: third has to be tactile, but it is still too far away

-marischka: yes to both suzon

-yann: the position on the screen (x/y)

asondheim: yes, but I've bought only \$18 over about eight years of use. No censorship that I know of.

-robmyers: late early adoption...

-cdelutz: SL also has real world sweatshops is Asia

asondheim: OpenSim is even more open.

-robmyers: Yes OpenSim is Free Software

asondheim: That's not SL, that's Chinese workers making money in the games. The servers are US

-mem: i never have bought anything in SL

asondheim: They do that in WOW as well

-Birgitta: How can you truly talk across borders when the language used is English? Could the work ever be without text, purely visual and appeal across language barriers like silent cinema?

-helen: yes - text leaves a lot of openness for interpretation

asondheim: lots of stuff in SL isn't in English of course

-helen: & imagination

-mem: well, you can organize Tap sweatshops

asondheim: we're in one -

asondheim: we're doing it!!!

suzon: yes, me either Mem, never ought anything, but i could not go anywhere...cause there were private spaces

-christina: wow created a new language, a new way of communication that people don't play wow cannot understand the language

-Clara: LOL!

-marischka: yes a lot of space for imagination but maybe just as much space for misinterpretation

suzon: and i would be threaten by guns

suzon: well, not me...:-) my avatar :-)

-yann: misinterpretation is necessary to imagination

asondheim: you have idiolects for every application out there, including football (soccer)

-helen: misinterpretation is just another form of interpretation ;)

-robmyers: [jumps up and down]

asondheim: guns are a nuisance I think

-robmyers: [hands you a cookie]

-mem: aaaah! take care suzon!

-alberto: in fact, we speak english as we want, and nobody say "No correct"

-yann: we live in an imaginary space

-cdelutz: but interesting that these 'virtual' spaces are more and more geared towards consumerism. The excitement of heh spectacle camouflages the marketplace...but also offers opportunity for subversion

-helen: [yum chocolate! thanks rob :)]

-alberto: you can use gesture

-Clara: Question don't you think it is time to live to leave the boxed interface of mouse/screen and use our body to perform?

-mem: no way!

suzon: yes, translation is good...less america centric?

asondheim: I've been playing nepalese sarangis while listening - they're quiet enough

suzon: or english based?

-mem: my hands are very performative

-yann: do you know the name of this Australian performer working with robotic, body and the internet ?

-helen: stelarc?

-yann: (trou de memoire...)

suzon: yes, but you need to have a code

-alberto: we use, body, robots, etc

-yann: yes ! thanks @helen

suzon: to dance on SL

-cdelutz: I like Joseph's walking interface - use the body to move through online space

-GrettaLouv: thanks Vicki

-mem: i am interested how much had cost that Gandhi walk? in SL dollars

asondheim: the dances I've videoed in SL have one dance/film awards (two of them) -they're hardly characters bouncing around

suzon: mem: i am interested how much had cost that Gandhi walk? in SL dollars

-marischka: which are those alan?

asondheim: Why would it cost?

asondheim: I can find the urls if you write me -

-annia: Is there something very specific for online performance what distinguish it from real life performance - how does your body react differently to it?, your brain?

-helen: cool :)

-robmyers: You pay for land in SL, and property, not access

-mem: well, ok, than just write 0\$

asondheim: Annia would depend on the performance

SL, and property, not access

-GrettaLouw: exactly annie - it's about the different psychological space that is available through online performance
 -cdelutz: Have we become too coplacent with hand and eye...more'physical'interfaces should be possible
 -mem: yes, ok, but maybe he spent something? just curious
 -mem: cos he crossed much space there
 asonndheim: if he had a base, he might have paid for the base.
 -mem: with my av, i can't go so far there
 asonndheim: I'm in Odyssey and pay \$240 a year USD for a very large performance platform - that doesn't go to Linden Labs, but to Odyssey -
 asonndheim: the whole sim is rented
 -Birgitta: Is anyone doing performance online using Wii controllers to replace the mouse?
 suzon: -mem: with my av, i can't go so far there
 suzon: feels that there is a difference of access here... in \$\$\$\$
 -helen: birgitta - we have started to look at using kinnect for future things in UpStage
 -marischka: isn't it simply brainwashing?
 -alberto: use Waerwheel, is free
 asonndheim: Birgitta, there's a lot of that going on, some of the people I know are working with these -
 -robmyers: -helen ooh

-Clara: yes I am doing performace with Wii
 -alberto: or Upstage, is free too
 -annia: Alan could you write something about it - I would love to read it
 -helen: well it's pretty early days for us; martin has done some experiments with the folks at AP033
 asonndheim: if you go to OpenSim you can set up your own server -
 -Birgitta: Clara you got any links online to this?
 asonndheim: and do everything for free -
 -mem: ok, i am not complaining (again). just curiosity
 -annia: Why is it so interesting Stephen?
 suzon: -annia: Why is it so interesting Stephen?
 -annia: What makes it so special?
 -Clara: I do:
<http://sensesplaces.wordpress.com/2011/10/25/senses-places-interact-sl-ist/>
 suzon: -annia: What makes it so special?
 bonemap: ahve any of the presenters worked with haptic devices or principles in there developments?
 -Clara: And more:
<http://sensesplaces.wordpress.com/>
 stephenschrum: it confronts the difference between real and virtual in real time and makes people think about the differences

suzon: well said Adreine!
 NathalieFougeras: 4mn
 -Birgitta: Thanks Clara, looks interesting.
 suzon: with or without body, it is about communication
 -annia: thanks Stephen
 suzon: the depth of the communication
 -alberto: no differnces to me, I mix real and virtual for performances
 -alberto: may be ,is dialectic???
 -yann: how doyou position yourself inthe Virtulity continuum (Paul Milgram and Fumio Kishino) ?
 bonemap: Joseph - we are a euro-american cohort - what are your impressions of ethnicity after the ghandi avatar?
 suzon: good question bonemap!
 -helen: same could be asked of adriene
 -helen: for women in black
 suzon: but we are going to wrap up here
 -helen: aw ... !!!
 suzon: as the tap will stop
 -helen: :(
 NathalieFougeras: We re finishing, conclusion time now..
 -yann: imean between augmented reality and augmented virtuality
 -mem: yes, 2 minutes left
 -robmyers: Amazing discussion
 -annia: Come back in one hour
 NathalieFougeras: Thanks all
 -robmyers: Will do :-)
 -helen: THANK YOU ALL!!!!
 NathalieFougeras: next tap block
 -christina: thank you
 NathalieFougeras: Bravo

-GrettaLouw: thanks everyone
 -helen: clap clap clap clap
 delappe: bonemap good question!
 -cdelutz: Clap clap clap!!!wonderful
 -helen: great work vicki :)
 -robmyers: Applause
 -alberto: high level discussion, thanks masters
 NathalieFougeras: tank you audience
 suzon: thanks a lot to all of you!
 -mem: thank you very much!!!!
 -Birgitta: Clap clap
 NathalieFougeras: for your dynamic exchange here
 -eyese: \o/
 NathalieFougeras: and us
 -yann: thanks a lot !
 -robmyers: Thank you to all the speakers (and facilitators)
 suzon: thanks rob
 -marischka: clapsalot
 suzon: thanks all
 -alberto: bravoooooooooooooooooooooooooooo
 NathalieFougeras: Next tap meeting here: in one hour
 -helen: yes
 NathalieFougeras: water-wheel.net/taps/view/228
 -Jenny: Thank you - really insightful :)
 NathalieFougeras: thank you
 -lucillecalmel: :))
 -yann: k, cya in 1 hour :-)
 suzon: hehehe...tapping
 NathalieFougeras: :)
 -marischka: secondlife names for collaboration?

-alberto: i learn a lot,gracias
 -mem: yeeees!
 -yann: "pretty amzing" is not a definition for augmented virtuality ;-)
 -helen: we will put all info onto presenter pages
 -helen: also there is the participant email list
 -mem: exchange Tap for SL land
 -helen: to continue discussion
 NathalieFougeras: water-wheel.net/taps/view/228
 NathalieFougeras: In one hour
 -helen: mention email list
 -Clara: mariska: my avatar is lux nix
 -helen: vicki
 -helen: thanks :)
 bonemap: thank you - good luck with your future works
 -marischka: thanks everyone
 NathalieFougeras: Vide documnetation will be publish
 ajenik2: thanks audience!
 -marischka: ok clara :)
 NathalieFougeras: some chat text too
 -helen: thanks adriene, great to see you! :)
 NathalieFougeras: :))
 NathalieFougeras: water-wheel.net/taps/view/228
 NathalieFougeras: bye see you
 -alberto: a very good meeting,in 1 hs,i will be here,thanks,see tou later
 -helen: bye all, see you at the next session!
 exitstagewest: thanks all

-helen: off to rest my eyes ... :)
 exitstagewest: yes yay!
 -helen: well done vi!
 NathalieFougeras: eyes and finger are dead
 NathalieFougeras: ;)
 -Bolden: Great Presentations!!
 NathalieFougeras: but so great
 exitstagewest: yes fantastic
 NathalieFougeras: k a rest
 NathalieFougeras: see you
 delappe: Bonemap, your question about racial identity is interesting. Coming from grad school in the 90's, the era of identity politics I was very conscious of being a white person playing an Indian.
 NathalieFougeras: water-wheel.net/taps/view/228

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