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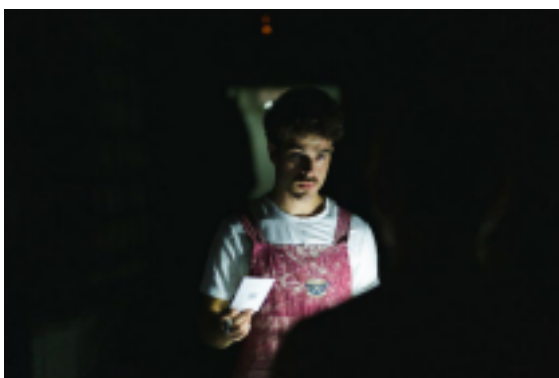
Victor: Performance Design as Dramaturgy

This presentation describes the work process/methodology of the Interactive Performance "Victor".

"Victor", an interactive/immersive performance inspired by the book "Frankenstein or The Modern Prometheus" by Mary Shelley. The protagonist of the book Victor Frankenstein creates and animates a new creature through chemical materials and old/dismembered body parts that belong to people who are no longer alive. In the play "Victor", the viewer will have the opportunity to experience but also to execute the story. Entering a specially designed environment that alludes to a futuristic scientific laboratory, the viewer takes on the role of a "new Frankenstein". Their journey will unfold through a series of three interactive points. Through their choices, they will unlock a two-minute choreographic performance. Due to the interactive features of the show, the audience will experience a unique choreographic performance which they will "design" through the choices they will make during their journey.

This work is part of a longer series of work, conducted at Media Arts and Design (MAD) Lab that revolves around repurposing text into alternative art forms. In this work, the characters of the book have been analyzed and their characteristics re-interpreted as small choreographic sequences, coded with Laban notation. This process unlocked a new dramaturgical approach that linked audience choices with narrative elements. This is part of an ongoing research that explores questions of immersion, experimental storytelling techniques and the role of the audience in live-stage performances.

The performance was conducted at ETKO Winery in July 2021.



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<https://www.projectvictor.eu/>

<https://madlab.cool/>