

abstract

Exploring the need for liveness in emerging forms of digital/virtual performance-making

This presentation will chart the authors' recent Innovate UK funded research project entitled; 'Discovering the need for liveness in virtual and digital theatre experiences'- this was the first live theatre performance to be developed, delivered and experienced within an industry ready game engine format which deploys widely used live-event and theatre technology.

This project was undertaken by Copper Candle and alongside testing and developing our existing technologies, we are interested in establishing how theatre can exist in this new medium and what strategies and techniques need to be established to create successful theatrical events within a metaverse environment. During this presentation we will discuss our process of research from both technical and creative viewpoints, our findings on what we believe liveness means within this new medium and also share some reflections on audience feedback and our research outcomes.

bio

Rory Foster is an interdisciplinary artist, researcher and producer who's practice merges "theatrical performance with other artistic fields of practice [predominantly] photography, dance, installation art and digital aesthetics" His work interrogates the relationship between the actual and the digital, the physical and the virtual and aims to negotiate and define new ideas of dramaturgy, liveness, corporeality and identity. Rory is currently carrying out a PhD, between the University of East London and Rose Bruford College of Theatre and Performance, entitled; 'Extended Performance: A new framework of thinking for interdisciplinary practice.'

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