DE-FENCES

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The proposed demonstration calls upon participants to be part of a process that explores the intersection of movement, time, collectiveness and space through an interactive installation, which incorporates new technologies to manifest memory and to create new one via an inter-structural experience.

Demonstration, Interaction, Digital Interfaces, Video Performance

1. INTRODUCTION

The demonstration's vehicle will be the multimedia performance «DE-FENCES», the outcome of the international «CUT Project», dealing with Europe's new geography and questioning current «walls» and «separating lines» after the Fall of the Berlin Wall and the end of the Cold War, developed through Research and Residencies in former and present «cut» territories [Berlin, Palestine, Nicosia, Kosovo]. It was first time presented live in Athens [May 2010], after the final Residency there, while parallel broadcasted in real time via live-streaming on the Internet to Berlin, where the audience was able to «react» to it through the interactive installations that New Technologies offer. These visual «responses» were displayed on a separate screen at both locations, thus contributing to the spectacle. After a further elaboration, DE-FENCES is currently touring internationally, conceptually focusing also on separations by «non-material walls» that segregate our contemporary urban environment, creating new versions of the original application

The proposed demo is a new version / application and will be structured in two parts:
1) the interactive participation of the Conference's members
2) the display of these interactions.

2. DEMONSTRATION OUTLINE

In order to simulate the live conditions and to

transfer a feeling of the experience, an archive of the live performance will be created. With the use of this video excerpt and a digital interface that allows the participants to create every time a new moment in time and eventually a memory, the «physical» performance creates a new version of itself every time it is performed. This way new memories over the same situation are being created. The key aspect is that the spectators are the core of this reconfiguration through the interface, which is consisted of keyboards.

During the demo, the performance's video excerpt functions as a stimulus for participation. It's an interactive performance where distant spectators (watching real time via live streaming) were part of the actual performance (through the digital «manipulation» of virtual performers), creating a dialogue between virtual and real. Some of the Conference's participants will undertake the role of «distant viewers» by manipulating live the virtual performers through the input devices and at the same time, some others will be the «local» viewers in the role of «memory creators». Through the interface (keyboards or buttons), the latter will be able to create every time a new moment in time by capturing snapshots of the performance. This way, a personal sequence of images is created representing the individual memory of the spectacle.

The interface allows the participation of multiple viewers that create a collective memory that over-exceeds the individual one. By the end of the demonstration and outside the «stage», a collective «memory lane» is setup, which will be projected on a single screen.