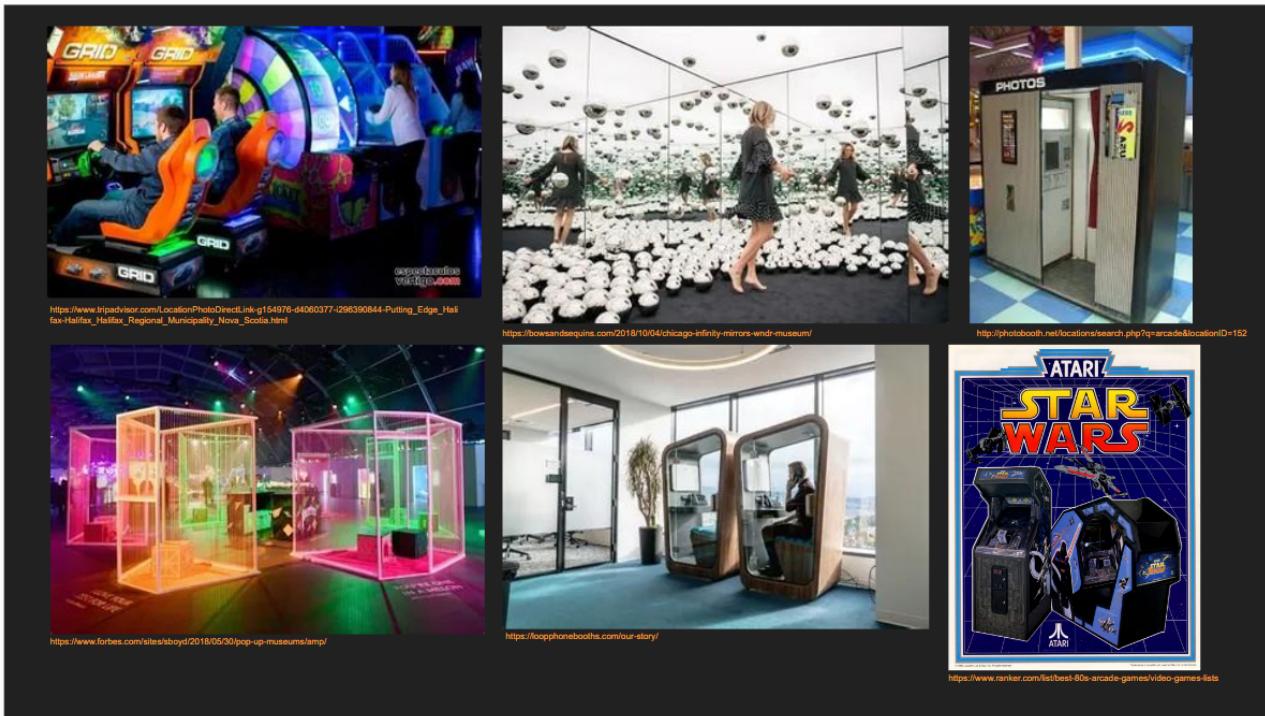


Leanna Barwick Journal Entry for Festival Curation

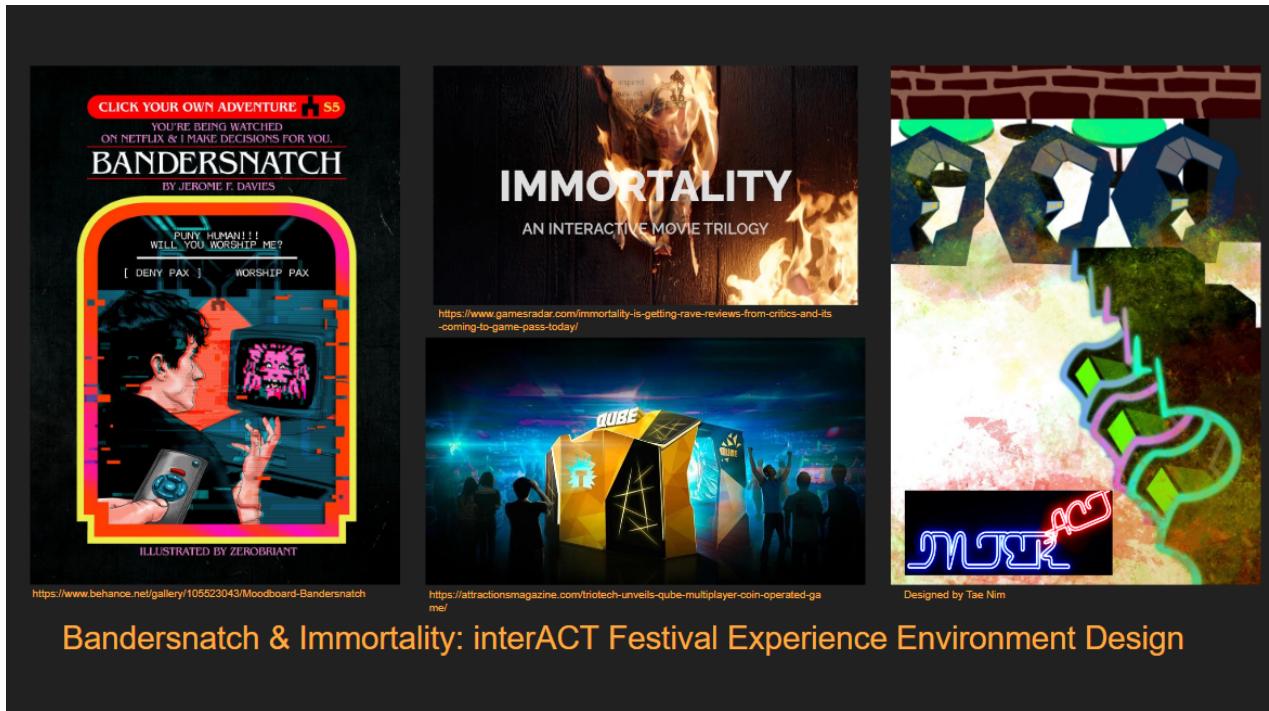


Overall, the group project was an experience I enjoyed because of what I learned about the subject matter (interactive transmedia cinema) in the process; the creative element of the assignment that had us imagine a cinematic digital narrative within the context of a festival; the performative element of the presentation itself; and applying the skills I am developing at OCADU around exhibition environment design and creative technology to show interactive transmedia pieces. As a theme, interactive cinema is something I have wanted to conduct a deeper scholarly review of, and that is a large part of what motivated me to take this course. The readings I took responsibility for writing the annotated bibliography entries for are *Unconsciously Interactive Films in a Cinema Environment-a Demonstrative Case Study* and *Against Interactivity. Phenomenological Notes on Black Mirror: Bandersnatch*. For me it made sense while in the creative mindset of designing a fictional festival, to view each screening example and do all scholarly and non-scholarly readings our assignment cites; if I was really an



exhibition designer for the event, I would take the same considerations for diligence and cohesion in environmental design and technology to the festival theme.

Something I wanted for our group presentation was to strongly structure a performance around a moderated panel that the festival was holding. I think doing it in this way also offered us a structure to contextualize and build on the work we did leading up to the presentation phase. I like panels because they seem more conversational, and offer a more natural way to talk about the various aspects of our assignment, address the research questions, and discuss how the examples we choose fit within our festival theme - without each person reading one section and then moving on to the next person. I find that approach very boring. As a spectator/audience member, I prefer when people I am watching interact with each other rather than long lectures. I know I pushed some of my teammates' comfort zone, in resisting the tendency to just read a long page of information, and instead rise to meet what the assignment is inviting, and I feel we put together something we were all capable of delivering and that we feel proud of.



User experience and interaction design is something I am studying at OCAD University, and I have had the chance to work on exhibition layout and technology design recently, when I was the exhibition director for the annual Digital Futures program Open Show (December 2022). I enjoyed considering spaces that could be designed functionally and aesthetically to support the festival theme of interactive transmedia experience, and draw on my area of scholarship, game design, for the group assignment. It was a fun thought/imagination experiment to take into consideration all the technical needs for the pieces and push myself to think how it could be supported by festival exhibition screening environment design and technology.

I liked working with my assigned group members, and found the team to collaborate well, building on each other's interests and strengths, as well as being just nice collegial humans, with unique perspectives and open minds on a subject matter we hold a shared interest in. It feels affirming and validating to why I pursue a university education when I find people to do things like this with, who are amicable and able to align on a creative vision.

Works Cited

1. Kirke, Alexis, et al. "Unconsciously Interactive Films in a Cinema Environment-a Demonstrative Case Study." *Digital Creativity* (Exeter), vol. 29, no. 2-3, 2018, pp. 165–81, <https://doi.org/10.1080/14626268.2017.1407344> .
2. Adriano D'Aloia. "Against Interactivity. Phenomenological Notes on Black Mirror: Bandersnatch." *Series* (Bologna), vol. 6, no. 2, 2020, <https://doi.org/10.6092/issn.2421-454X/11410> .