Interaction Design

Introduction

In my previous semester, I experimented with the same body projection mapping project and it was primarily focused on the interaction part.

With my internship, I also tried to find different ways of allowing the audience and artist to interact by using body projection mapping.

I came up with different interactions to pitch to the artists, in order to make sure they understand the different capabilities of these projections. During the interviews, I pitched these ideas to them.

The Poll system

A system that allows festival visitors to participate in an online voting poll via a link that they received when ordering their ticket. The results from the polls will be counted and each results will change the look of the body projections that will be seen throughout the festival performance. The incentive here is for the festival visitors to allow them to have an influence on the live performance that they are going to see. Making them feel connected to a larger crowd.

The Cup System

A system that does exactly the same thing as the Poll System and shares the same incentive. But instead of an online voting poll, this system uses a special garbage bin that can count all of the cups and uses for the input.

The Cup System

This uses a system that can directly influence the projections during a live show or concert. Stickers or animations can be added through an online application.

Conclusion

Both of the artists did not want any realy time interactions with the body projections. By real time interactions, I mean allowing the audience to change or manipulate the projections in real time. This could possibly change to show too drastically that it would mess with their visual performance.

During the thirid meeting with Whiff and the Wet Socks, we concluded that creating any interactions would not be feasable with the time constraints. Therefore we dropped all of the interactions and focused on the interaction with the sensor and artists.