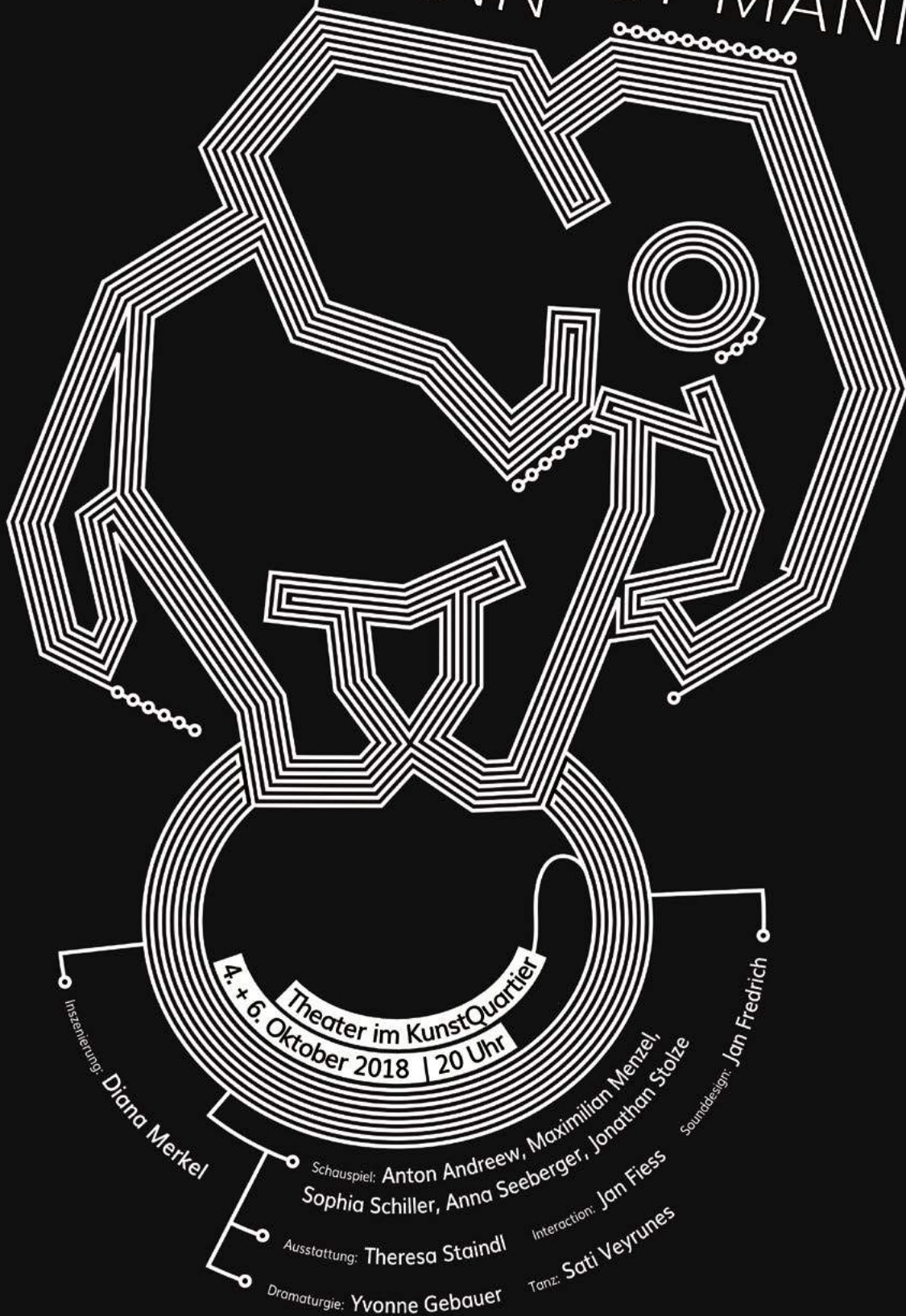


LET'S PLAY

BERTOLT BRECHT
MANN IST MANN



MAKING OF INTERACTIVE THEATER



LET'S PLAY 'Mann ist Mann' is a theater play by Universität Mozarteum with several interactive parts to premiere in Salzburg in October 2018. Real and virtual elements join seamlessly in one play and **favor the conceptional use of creative technology.**

<https://vimeo.com/294837977>





Bertolt Brecht's theater play 'Mann ist Mann' deals with the simplicity of influencing people.

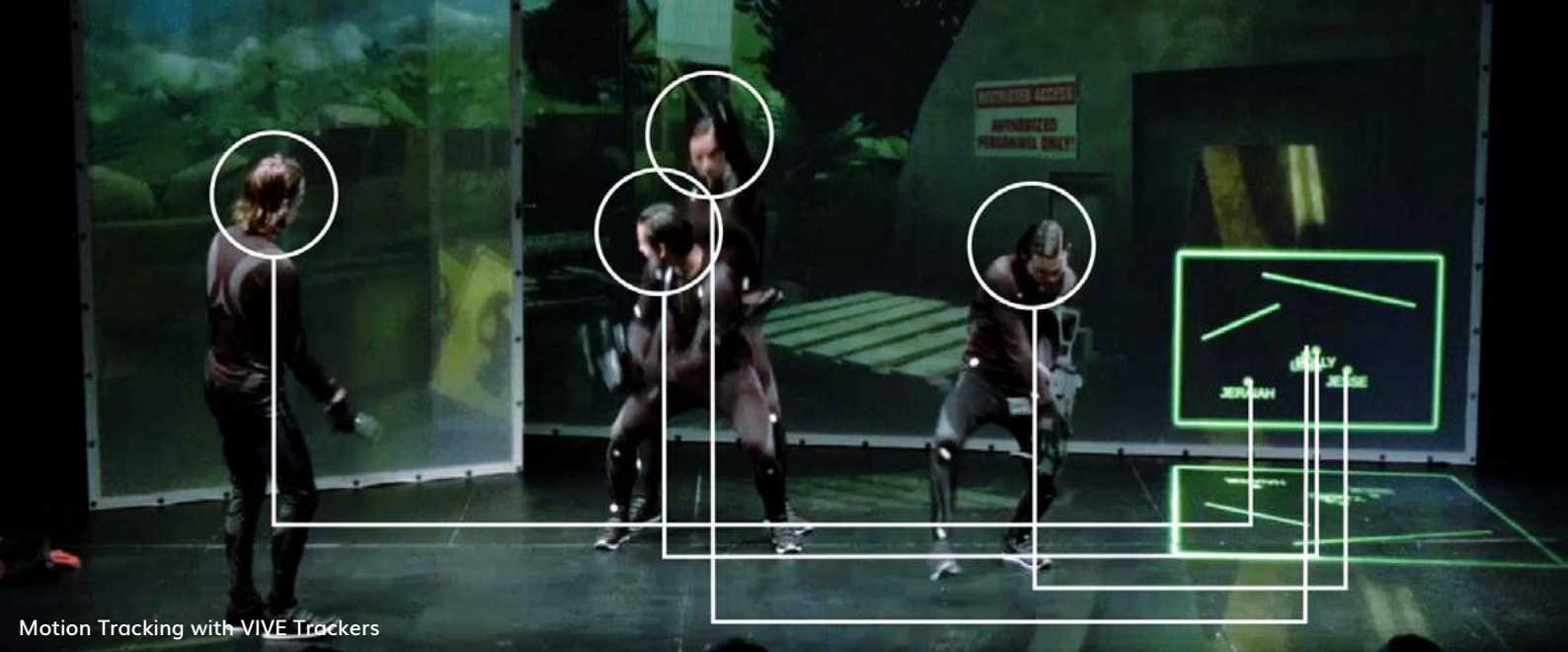
The plot is about three soldiers who lost their fourth man. They are desperately looking for a new one. They meet the harmless packer Galy Gay who cannot say 'No'. They persuade him to join them and convert him into a violent war machine.

Brecht's version from 1938 criticizes the conversion from human beings into machines by discussing assembly line productions, which came up during that time.

This play translates this social effect into these days when virtual worlds decisively influence people's perspective.



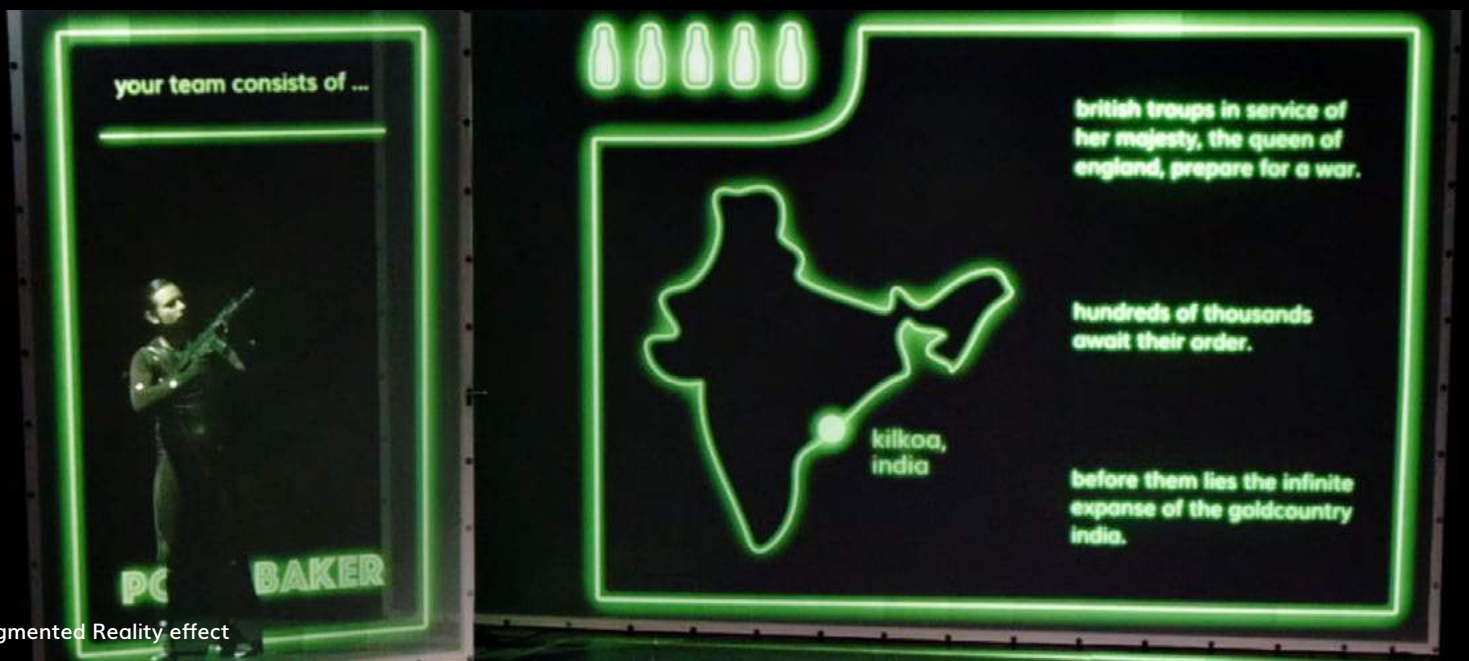
Painting in action



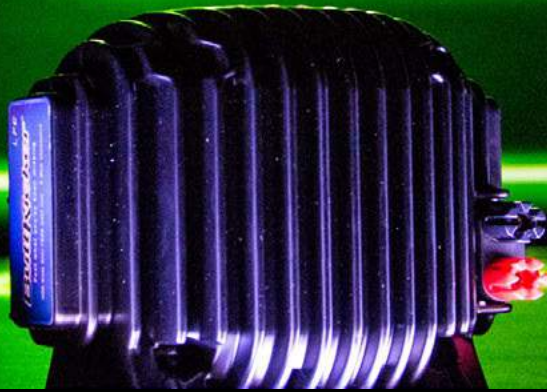
LET'S PLAY 'Mann ist Mann' is set in a computer game.

The actors become more and more part of this computer game. Multiple realities amalgamate while people convert into remotely controllable gadgets. Technical innovations like Augmented reality (AR), Internet of things (IoT) and Motion Tracking create a virtual space which overlays the real-existing space dramatically.

The possibility to control analog things discusses the free will of individuals which are in danger to be influenced remotely by media technology.



LET'S PLAY



Bass shaker

Play:

Anton Andreew,
Maximilian Menzel,
Sophia Schiller,
Anna Seeberger,
Jonathan Stolze

Direction: Diana Merkel

Stage design: Theresa Staindl

Interaction: Jan Fiess

Sound design: Jan Fredrich

Dramaturgy: Yvonne Gebauer

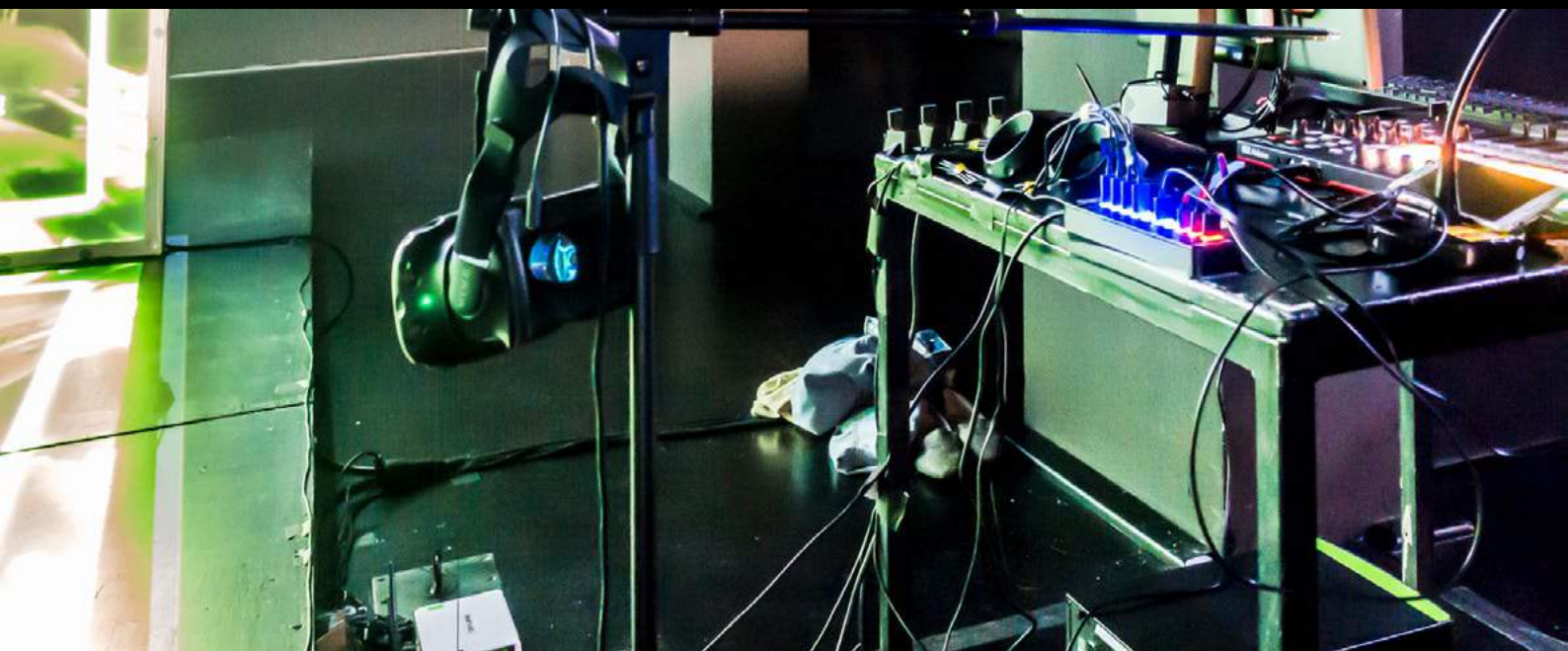
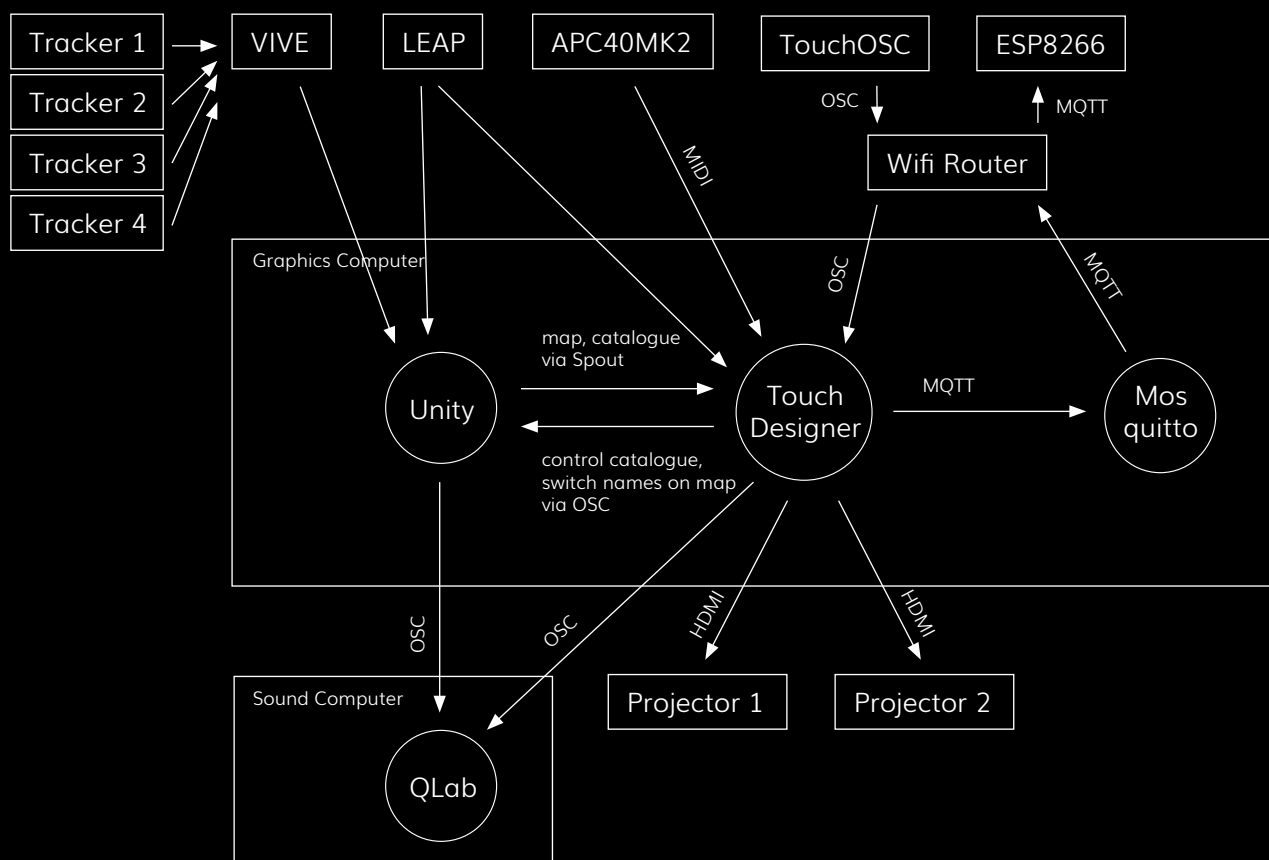
Dance: Sati Veyrunes



Jan Fredrich is shaking the tribune



Controlling anything via MIDI





Capturing hand gestures (swiping / painting)



VIVE tracker

Contact:

Jan Fiess
Interaction artist for event media and film
mail@janfiess.com
+49 176 708 656 41



Controlling lights on the gun wirelessly