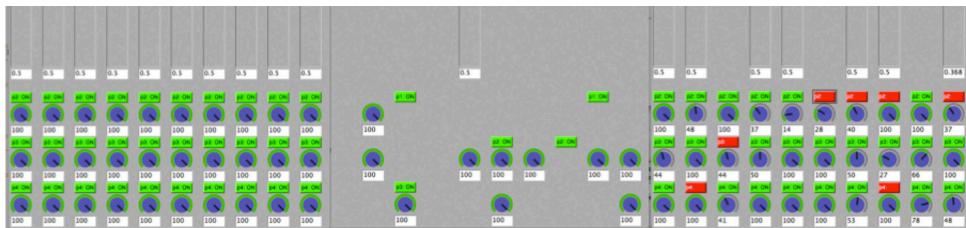# CONTROLLER

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ABSTRACT

An interface that varies the level of control of participant performers during collective improvisation.

Controller is a networked interface for group improvisation, where performers' actions are mediated by a central control mechanism, which modifies (and subverts) their ability to contribute to a group performance. The interface itself consists of three basic types of control: sliders which can be used to control elements of the shared sound space; buttons which switch on and off the sliders of other performers; and knobs which effect the number of control data messages per second sent from a player's slider to control the shared sound space. Changing the setting of an interface element on one laptop changes the setting accordingly on all other laptops. The status of other performers (i.e. how many controls they have relevant to other players) and therefore the overall social hierarchy is not revealed to performers. Neither is any indication given as to whether changes to elements of the performers' interfaces are the result of computer or performer action.
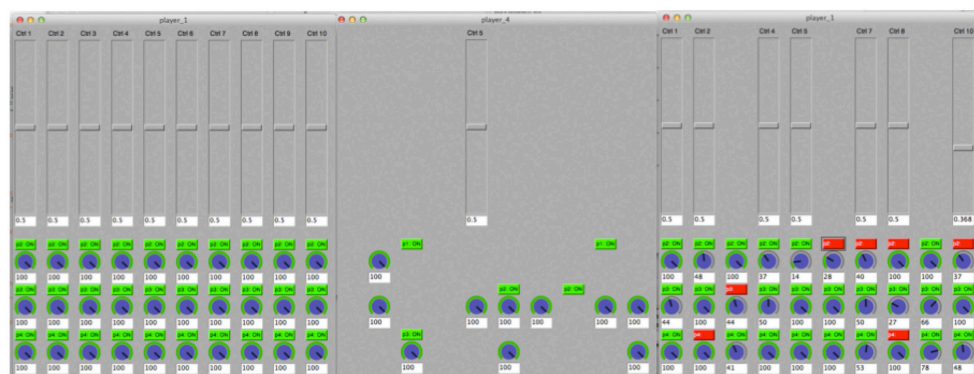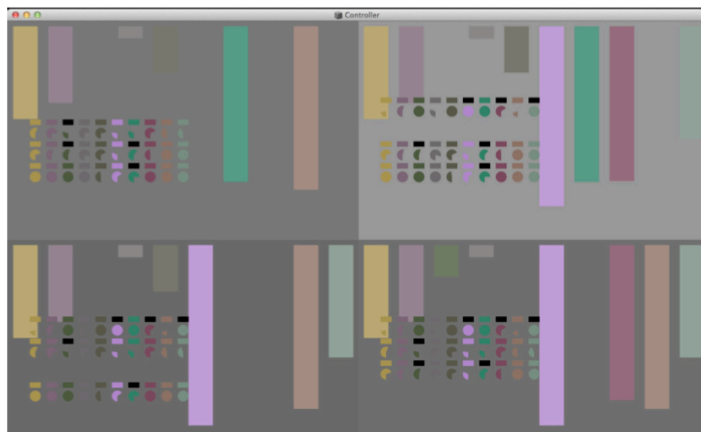
Extended text:
http://users.fba.up.pt/~mc/ICLI/knotts.pdf

Figure 1 Composing Social Spaces in *Controller*.