Exploring Dance Traces in VR - Feedback Workshop
October 1st, 5:00pm

Outline:

Note, it might only take around 10 mins per scene, this is (hopefully) an upper time estimate:

5:00 - 5:10: Welcome, thanks for coming, team and project background
5:10 - 5:25: Particle scenes without controls, explanation of controls, brief discussion
5:25 - 5:35: Play scale scene video and brief discussion
5:35 - 5:50: Play the terrain generation scene and brief discussion
5:50 - 5:55: 5 min break
5:55 - 6:10: Play the ambient sound and sound wave scene and brief discussion
6:10 - 6:25: Particle scene with controls
6:25 - 6:40: Open discussion about overall impressions, questions to lead with below
6:40 - 6:45: Thank everyone for attending and remind everyone that there is a link to a google doc where we would appreciate any more feedback

Questions to prompt discussion:

Which scenes would you like to try out?

What types of feedback were compelling to you?

Do you prefer to have a clear or abstract link between your movements and the environment?

Are these scenes more interesting from a dancers or audience perspective?

Can you see yourself wanting to customise and control the parameters in these scenes?

Do you think these scenes would have long term generative potential, or are they more interesting as short term novelties?