

# Workshop 3 Report

Workshop 3, June 14, 2021.

## 1.0 Workshop setup:

The workshop took place in a lab room in the ABI building. This was a less formal workshop to use time that we had booked in the ABI and to meet with consultants. Originally, this workshop was going to be what is in workshop 4, but due to development time constraints we went ahead without all planned activities.

Participants were []. Participants used a VR headset to view a 360 ceiling mounted camera. This gave them a 3rd person perspective of their own bodies and the rest of the room.

## 2.0 Event Structure:

Participants took turns wearing the VR headset to navigate with the 360 camera view, and other dancers were asked to enter/leave the space with the participant.

[After the person wearing the headset had explored the view, they were asked to try to choreograph another dancer using the VR view.]

## 3.0 Results

### 3.1 360 Video Feed

Dancers enjoyed the novelty the distortion effect caused by the perspective gave them. They continued to return to playing with scale, having another dancer stay low to the ground while they stayed standing. There was some interest in the interaction between velocity and perspective as well.

Most participants noted that it didn't feel different to being on Zoom, another video feed tool. They noted that this may be different if there were more people to direct because it would give them a better picture of everyone in the room, but ultimately the technology wasn't giving them many ideas.

Another participant commented that they did find novelty in the tool from regular video feeds. They said that the 360 tool brought another layer of life to watching digitally, that it wasn't flat

and that it felt as though they were more in the room with those they were watching. They said that they could feel depth in the vertical direction, but only a little bit in the horizontal one.

Participants discussed how while the perspective distortion didn't add much to their personal creative process, they could see the potential for the 360 view as an audience tool.