11/4/2013

# Alex Leitch - Colloquium Outcome Action Points

My colloquium presentation went reasonably well, but I felt that I am still not communicating the point of my thesis or the novelty of the technology involved to the program chair effectively.

## Action Point 1 – Effective Technology Communication

* Tom is not sold on branching narrative, as he believes it’s been done before by Quicktime&c.
* Need to include demonstrations of previous technology and also examples of how that technology may be branching but is decidedly not simultaneously multi-screen

## Action Point 2 – Clarify Audience for Tech

* Many people suggested I might want to contact, eg, V-Tape to work with Canadian video artists in the pre-existing community, because I mentioned Vera Frenkel per my advisor’s suggestion.
* I have asked Lynn Herschman (<http://www.lynnhershman.com/art/archive/selected-interactive-works/>) if she would perhaps like to collaborate and include her work on my software to expand its audience and storage possibilities, per the Collections panel of softwareandart.com LISA 2013.
* Will contact Kim from V-Tape about other works
* Am mostly interested in emerging video artists who already understand the potential of this work and have signed up for Game Jam, because their work is not already set; still room to cooperate.

## Action Point 3 – Make more mention of the gaming background for tech

* Work is emerging from an analysis of what it means to play video games more than what it means to consume video work, and the technology is developed based on the history of adventure games more than in any specific video-art-new-media background.
* Need to be specific about game jam/emerging artist focus when presenting and in my writing.

## Action Point 4 – Physicality of Object is Lacking

* I need to actually design an arcade machine, and that is getting close to the wire. People simply don’t engage with work they can’t see, and it is hard to collect it without there being an object to pay for. Therefore, the work needs to be embodied, even if this is *entirely* beside the point of the thesis work and any ideals of collaboration.
* After all this time, there needs to be a there there.