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Incandescent Edges of the Future: Performance Creation with Virtual, Augmented and Carbon Realities

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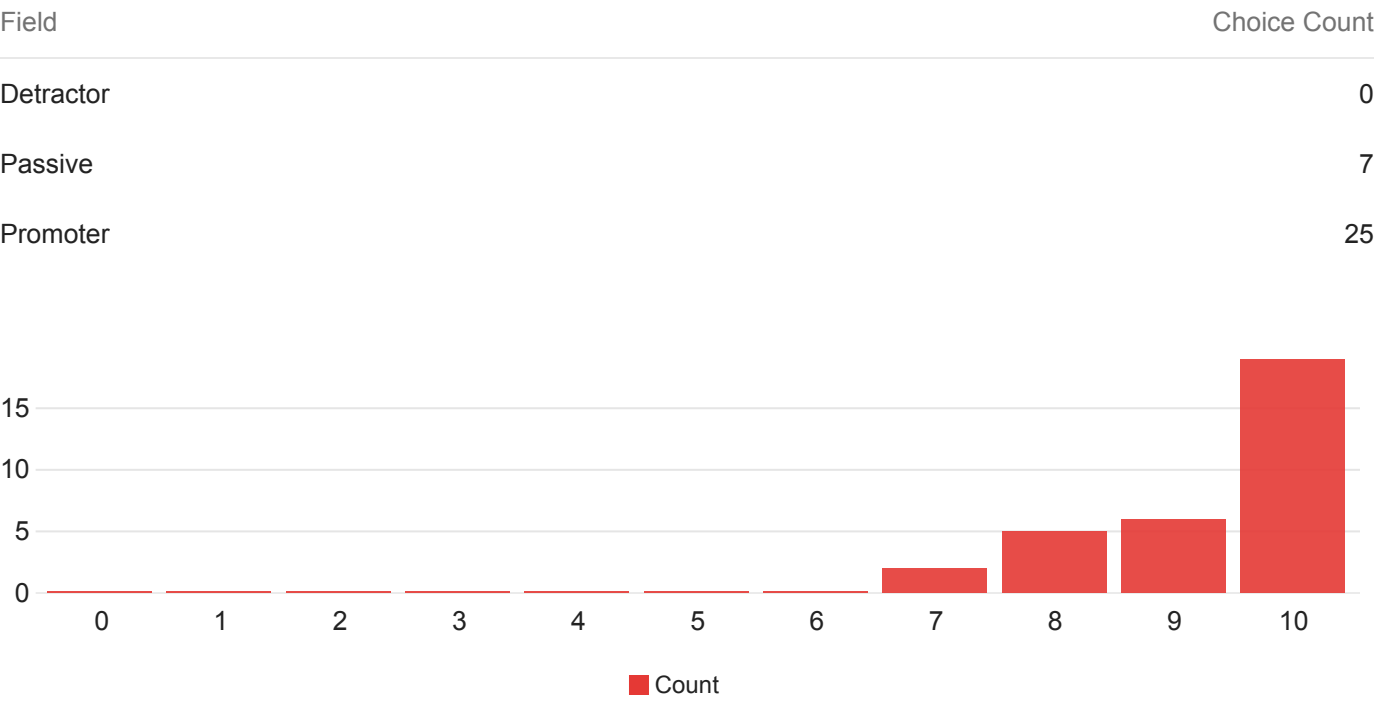
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Post-performance Survey: Bury The Wren - Alchemy (2019) ¹

Q1 - On a scale of 1 - 10 how would you rate your enjoyment of the performance (with 0 being least amount of enjoyment and 10 being the most)



Post-performance Survey: Bury The Wren - Alchemy (2019) ²

Q2 - Please explain your ranking.

Please explain your ranking.

Ahhh..words seem inadequate. It was stunning. Surprises! Layers of reality. Layers of meaning. A meditation and an investigation on life, love, death, the source.

Amazing fusion of art and technology. Surreal!

Engaging and thought provoking story. Amazing use of technology.

I enjoyed hearing the story a lot, it was really interesting and I liked how intimate the overall performance was. The writing was quite engaging and I enjoyed the interaction with the actor.

I enjoyed the experience, the tangible and virtual elements, but especially the actor performance. I felt I wanted more of a connection to story, and VR/AR had

I felt well taken care of throughout the performance, and I knew what to expect (except for the story), which was lovely for treading on new territory. The performer was generous, and I had lots of curiosity about how the whole thing worked!

I had a real moment of connection when I held the teapot. She didn't ask me to hand it back to her yet somehow I knew she needed it so I held it out for her. Very moving. When I saw the teacup outside the vr, I was genuinely excited. That excitement led me to find the note which I did not expect. I wish I'd spent more time looking around but for my first vr theatre experience I'm quite excited about this.

I had minor troubles adjusting the device but overall it was awesome :)

I have never experienced anything like it. It felt like what theatre should feel like. intimate and pretty and disturbing and charming and sad ...

I liked that it was personal, intimate, sometimes intense and fascinating to actually be able to handle the objects as they were addressed.

I loved being able to hear Val move around me and her voice carry through the space. I enjoyed the tangibleness of feeling things, it helped connect with the story - especially the bones and the candelabra.

I think that had the headset on wrong for the first little bit but after I adjusted it I really liked the immersive experience. I've always been interested in being surrounded by a performance and creating new way of experiencing theatre and having it evolve as an art form

I think the interaction with the objects was really cool, although it sometimes felt like I was looking at those more than hearing the rest of the performance. But I think I got most of it.

Post-performance Survey: Bury The Wren - Alchemy (2019) ³

Please explain your ranking.

I thoroughly enjoyed how the VR did not distract from the story being told but rather complimented the story and the physical touch component

I was thoroughly entertained by the story, the experience, the technology, and layers of perceived realities.

I was usurped by the experience - I am still inside of it now - the past meeting the present leaves me feeling like my life will and does have a residue - the desire for truth in connections our lives cultivate will last thru time is what I am left with and that is life affirming in the way i am always looking for evidence and engagement especially in live theatre

I've never engaged with VR before, so that was a new experience for me. I thought the interactions with the physical object(s) was a great way to bring a tactile experience into the work. It felt fully immersive. The goggles became disconnected at a point in the performance and when I put them back on the focus was a little blurry, but I am also a glasses wearer, so I credit that to the glasses.

It was like nothing I have ever experienced before. I felt really connected to what Annie was saying because I was able to be so close and hold what she was talking about. It really did feel immersive and I loved it and would definitely recommend it to others.

Just amazing. What a great introduction to ... ?

SO realistic - I wanted to reach out and touch the objects with the other hand. In particular, the person speaking so closely and coordination with objects made this an extraordinary experience. To see the person at the end resemble what I saw in the headset was amazing - had no idea what to say! I thought the time went too quickly - I could have definitely enjoyed a longer performance! I found the spinning book at the beginning caused me to close my eyes a few times as it was making me feel a bit dizzy. I would have liked a longer period to get used to the environment - perhaps a scene or something to get comfortable with it for a few minutes before the story started. I think I missed a few details at the beginning. I was very comfortable otherwise with the technology. The details of the objects was very good - and it was very easy to get lost in the story and forget I was wearing a headset. The fiery candlestick holder was incredible!

The VR and live actor were compelling on 2 different levels. Also The story was intriguing

The cumulative effect of all the pieces is pretty impressive; the quality of the scanned objects/props alone is novel enough to sustain the experience.

The layering of multiple realities was very compelling specifically the transition from VR to AR then Carbon. The presence of the woman in the space was also quite nice, her voice, the feeling of her breath on my face made the overall kinaesthetic experience very engaging.

The new experience of using VR for storytelling was incredible. From the start, the hairs on my neck stood up as the lady in the room spoke of her story. One of my favourite parts was discovering that the object held in my hands was actually a human bone! I was shocked. Finally, to end the experience in a physical room with all of the objects in it was amazing. How did they get those objects into the space so quietly? Simply put, I loved it.

Post-performance Survey: Bury The Wren - Alchemy (2019) ⁴

Please explain your ranking.

This opens up so many possibilities, not just with Theatre.. being 'fully' immersed in the world, but having a real human voice present gave it a whole different dimension.

This was an absolutely insane experience. I've never had any deep experience with VR before this performance and the opportunity to see it in such a convincing form was really amazing. The room was 100% convincing, and it was wild to be completely dissociated from my body. This was to the point where I found my hands hanging in place even after the objects they were holding left my possession. It was a really amazing story, I wish I could hear it again, now that I might be able to deal with the total sensory overload.

This was the first time I experienced a virtual + actor performance, which was a wonderful blend. It was almost too short, as I was starting to get into the story and was looking forward to more.

Thrilled by it, i general -- but there was a VERY strong feeling of anxiety at the beginning, not knowing what to expect. Also, as a new experience I kept wondering how I *could* respond -- like, can I move? What if I reached out and touched a human being?

Truly lovely combination of narrative and affect. Constant state of surprise and delight, but also an evolution of that state. A sense of active learning, to one side of the fictional world, but also interwoven with it. I won't use the "10" in the scale only because I wanted more.

What a remarkable experience! Interesting, dynamic and executed with precision and care.

real interesting the "invisible" nature of the actress, and seeing all of the physical "things" through the VR

totally compellingly told story

N/A

N/A

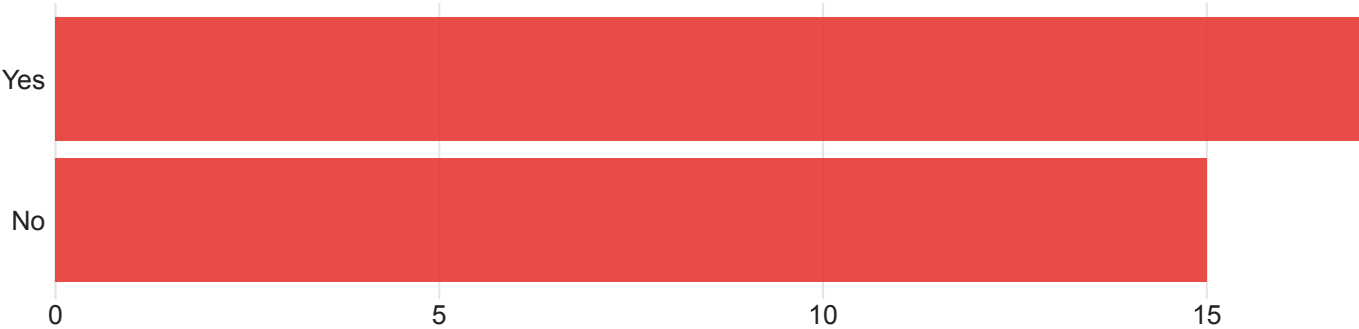
Post-performance Survey: Bury The Wren - Alchemy (2019) ⁵

Q3 - Would you engage with this type of technologically enhanced performance like this one again? Please explain your answer.

Field	Choice Count
Yes	32
No	0
Total	32

Post-performance Survey: Bury The Wren - Alchemy (2019) ⁶

Q17 - Is your experience of what is real altered or challenged in any way by this performance? If so, please elaborate.



Field	Choice Count
Yes	17
No	15
Total	32

Yes - Text

- A little bit. It was interesting to experience real objects through their weight and physicality. Then see these in virtual, and at the end all objects in real.
- I am left unsure of what is real. In a good way.
- I believe that reality is relative to one's perception. This has added more layers of perception for me.
- I enjoyed the objects not viewable on headset, connected me to listen more emphatically to performer to listen for information about what I was holding (bone)
- I found it crazy how quickly I became dissociated from my body. I have a tenuous relationship with reality as it is, it was so easy to jump into the VR.
- I think it reminds me how objects are such an emotional part of our lives and how they make the sedentary active
- I would say perhaps? I don't know how to describe that what I saw was a performance but there was truth in it. Maybe that's because it's a factual event.

Post-performance Survey: Bury The Wren - Alchemy (2019) ⁷

Yes - Text

In some sense. Holding the objects, you know they are not real yet when you get out of the experience there is a rush to see what matches with the real objects. I was looking for what I saw in the VR on the real objects.

Just based on sight I can see that we are much further ahead creating 3D objects than I thought.

My notion of what's "real" about the history of the Donnellys has changed.

Not so much altered ... it was more a reminder of the general slippage that accompanies daily engagement with current and emerging technologies. Also, this production reconnects mediated experience with emotion and subtlety.

Perception of time/space/objects

Somewhat. Seeing the objects digitally, then in the real world was exciting and made me want to explore them even further.

Yea and No, I know its not real, but I can imagine it is - in a way, this is like actual theatre. But its the depth of the lies, in a good way... sounds ridiculous.. still processing

Yes, and perhaps in multiple ways... it's more than theatre because of its intimacy; it's not quite reality because it's theatre. Holding an object I can't see asks me to... REALLY "feel" .. explore the dimensions of the bone, and of the candlestick

You changed my memory of initially walking into the space by altering the physical space and adding the VR props throughout the performance (though, I wonder if this is something I noticed because the headset had a malfunction...)

yea - time is not linear here

No - Text

perhaps it should be but no; I still feel that the way I generally experience the world is 'real' and staged performances are interpretations

For real is related to the carbon reality, the VR and AR are visual and visceral experiences that are understood as imaginary for me

I'm still very aware of the mechanics that reproduce objects in virtual reality. The lighting, the objects, they still feel like 'video game objects'; but very high quality!

I'm not sure if it was. I definitely thought about the extent to which theatre is kind of inherently a VR experience, especially when it's so individual. So I was thinking of all of it in the same story reality, maybe?

Post-performance Survey: Bury The Wren - Alchemy (2019) ⁸

No - Text

afraid not

The tactile information my hands received was different from what I saw which made it easy to tell apart things though realistic, there were still cues that I was not holding real objects, but imagination takes over.

I know that is was tech and not me actually holding the different objects but I can see how it could be used to show real events.

I believe I'm able to compartmentalize the differences.

Well, my sense of real is a little too firm to be challenged by one event.

Post-performance Survey: Bury The Wren - Alchemy (2019) ⁹

Q18 - Can you describe what was in the performance space at the beginning and the end?

Can you describe what was in the performance space at the beginning and the end?

***** ANSWER TO OBJECTS and SPACE Question ALSO, THEREFORE, TBD *****

At the beginning I was in a shared grave. At the end I was transposed to a place that was both a living space from another time and the grave that I had previously been in.

At the beginning, A VR headset and a tracker. At the end. All of the objects talked about in the story, and a performer.

At the beginning: air, a helmet and a ball. At the end: a wedding dress, bones, book, clock, picture frame, tea pot, table, 2 chairs, apple.

Beginning was VR headset, camera mount. At end was same , but also other props including a shoe stand, a book, a desk , sheets and bones

Beginning: Grey room with head set and VR tracker. End: Table with clock, teapot, book with bookmark, apple picture frame. Stool. Bones. Wedding Dress. Two chairs. Camera and tripod.

I can't list what might have been there to begin with but at the end there was a stool, a pile of bones (including the bone I held) and a chandelier. I don't know if the table (desk?) counts as being in the performance space because it was behind me.

I remember the performance space being empty at the beginning, but at the end there was a dress, and a pile of bones, and a couple of red velvet chairs that weren't there before. There was also a table present that held several of the objects with which I interacted throughout the show.

I saw only the book at the beginning in the space. At the end there were the bones of Annie and Robert, clock, stool, candle holder, teapot, picture frame (empty), wedding dress (below Annie's bones).

IN the beginning there was nothing there, in the end there was the bones, dress, chair, table with teapot, picture frame, candle holder,

In the beginning there was nothing on the floors or anything except for the VR headset. Once the performance was over however, all the objects that I held while in the VR was then around the room. The dress, the tea pot, the stool, the clock, everything was there scattered around the room.

In the beginning there was, I think, just the VR headset. At the end, all of the props from the story were there - the table with the picture, clock, teapot, etc, the chairs, the wedding dress, the bones, the footstool. The velvet shawl thing wasn't, and neither was the actor.

Post-performance Survey: Bury The Wren - Alchemy (2019)

10

Can you describe what was in the performance space at the beginning and the end?

In the beginning: nothing but a VR thingy. End: Bones, Blankets, a bench, a red chair, a table with a clock, a candelabra (I think)

In the physical space, there was a table with a clock, a book of poems by W.B. Yates... but now that I'm think about it, I can't be sure that any of those things were in the space when I first entered because I don't remember the bones. There was a tripod in the corner from the beginning, but I think that might have been all. I may have to change my previous answer...

It was 'empty' at the start, but then filled with the objects encountered virtually... which was fascinating to engage with at the end... But it wasn't truly empty, it was all there digitally...

Nothing at the beginning but a black x. A whole life and world at the end.

Nothing at the beginning. Then at the end, all of the items she described in her story.

Nothing in the beginning except the walls. At the end some props, the tea pot, candelabra, bones and stool.

Nothing in the beginning, at the end there was bones, candelabra, book, clock, chair, apple, teapot

Nothing was there at the beginning, aside from myself, the headset, and Beth. Afterwards, all the objects I saw in the performance were there. The stool, bones in a bag, a chair, the apple, the clock, a table, the candleholders, and I'm sure I'm missing at least one thing.

Once the Headset was in place a book appeared and an environment of a grave appeared. A voice of a woman told a story of her life through the use of physical props that created a strong physically that complimented the overall creative imaginary space of the grave. Multiple virtual props were presented to the spectator/user to interact with using my hands. I explored the space by gently turning my head and notice an apple in one corner and bones next to where I was standing. As I engaged with the virtual props I notice a light reflection would appear as I moved the props and pointed them towards the walls of the grave. The visual effects transitioned from VR to AR in the upmost beautiful way. The black and white representation gave the illusion that it might still be an illusion but it wasn't and like magic we were back to reality. I was offered an apple to bring with me as a gift of my participation she said it was related to my attentiveness but that might be just part of the narrative. I explored the carbon space until the overall performance was ended.

There was just the VR headset that I remember in the beginning. At the end, I remember the bones, the table with a teapot, book, clock, some kind of bookend, and the VR hand piece. There was also the stool.

Yes, but I normally put them there so that feels like cheating.

at the beginning: the thing to imitate the subjects in the VR, at the end the clock, the teapot, the stool, metal bird, the red book (standing on a table), a skeleton, a dress

at the end: candelabra, stool, pile of bones in the corner along with the leg bone that I held. beginning I wasn't looking

Post-performance Survey: Bury The Wren - Alchemy (2019)

11

Can you describe what was in the performance space at the beginning and the end?

empty space at the beginning - ending with he wedding gown and bones - all the tangible props of what was virtually shown in the glasses

N/A

N/A

N/A

N/A

N/A

N/A

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy

12

(2019)

Q19 - In what ways did you experience the performer's presence?

In what ways did you experience the performer's presence?

As the voice of a disembodied spirit, narrator, guide, and confidant. Perhaps also as a plea of sorts.

Audibly and as through touch when she guided my hand to take the object(s)

Felt strongly compelled to follow the voice; to see if I could see Annie behind me. Having objects in my hand (and being encouraged to explore them) also made me want to touch more -- even more so when she appeared "ghostlike" in front of me. I did not feel permitted to touch [a simple question of consent] but really really really wanted to.

Her real voice was the key. her real presence enabled me to engage in a way that if she were recorded I would find it more of a museum piece and not a performance. The live actor kept me linked to the story rather than just being handed historical information

Her voice when it was near and far, her hand touching mine. And when she told me I was a good listener, that was beautiful.

I could hear her talking around me and I could feel her presence. She did take my hand to hold the different objects.

I could sense her proprioceptively and with gentle touch, the VR seemed to give more emotional weight to the objects

I found her presence very comforting for a space that was new. However I wasn't sure if I should turn around to follow her voice or not. As well the physical aspects of the performance were very comforting to not feel alone in the room.

I heard the steps but could not see which was unusual, also I tried to follow the voice. When the character appeared in the VR it was striking.

I kept turning to her voice, which I think is natural. I also felt her presence when she was near me.

I was able to track her direction with her voice, I felt her hands and breath at times. Seeing her in AR was really cool and there were certain things I didn't notice until she took the headset off.

I was continually drawn to the physical presence of her voice -- this connects beautifully with her 'invisibility.' She felt somehow muted, governed by her condition, resigned to be there but not there. The narrative gave a framework for the physical / psychophysical experience of her presence/absence.

In sound, touch, image and technologically

Post-performance Survey: Bury The Wren - Alchemy (2019)

13

Initially, through sound as she walked around then room. Then, through touch as she gently grabbed my hands to pick up the objects. Then finally, through sight.

Mostly vocally, I could track where she was around me. At a point, I could feel her footsteps on the ground. When she was quite close to me, I could also feel the warmth of her breath.

Performer brought story to life, in sound, touch, performance, and through engaging viewer in the VR and AR experience.

Sense of proximity, audio, touch of the hand, see her frame, feel he energy

Sonically, physically...in a strange way the disembodied voice seemed easy to follow in space, even though I couldn't see her.

Sound, breath, sense of proximity from both.

The auditory experience of the performers voice was the most significant, moreso than the touch ever was. The distancing, the coming and going all helped to provide dimension to the space and emotional weight to the objects. Saying 'time' in a meaningful way when someone holds a clock will almost always work.

The juxtaposition of live body movement with the images heightened my awareness of it all .. I felt engaged in the story, the experience.

The narration blended in nicely with the visual. Handing object and controllers of the objects to me was done very gently and felt like part of the story.

The performer's presence was mostly strongly experienced through sound and imagination.

The way she moved around the room while she was speaking was great for the immersion. It immediately destroyed my relationship to the real. She acted as if she was a ghost, exerting influence on the really world without being seen.

Through her voice, the sounds she made when she moved, and her touch. I appreciated getting to see her in AR and then unmediated at the end of the piece as well.

Voice moving around, her touch when she put objects in my hands.

her voice - physical touch - emotional and spiritual connection to the story

intimate voice in stereo and a breath of air as she walked past

it was comforting. Also how it was played. I can see this having the opposite reaction if the performance was in another direction, store-wise... It made the digital experience more 'real'... allowed me to give into the images more. because they meant something.

mostly by voice (very close too), in stereo, but also a breath of air as she walked by and of course the ghostly video at the end

Post-performance Survey: Bury The Wren - Alchemy (2019)

14

she was speaking very close to me and could sense her presence

voice, touch, breath, movement

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy

15

(2019)

Q20 - Was your understanding of VR or AR changed in any way as a result of this experience? If so, how?

Was your understanding of VR or AR changed in any way as a result of this experience? If so, how?

Because I had never experienced VR, my preconceptions came from visual effects in movies and sci fi. Not being able to see my hands was a little strange. I'd never experienced AR before.

Definitely! I was very nervous about getting motion sick but I was fine. I am excited to think of the possibilities in future.

I did not know what AR was before I saw this project. VR has many more dimensions than just a video game thing.

I hadn't realized the potential; had a pretty stripped-down understanding of augmented reality.

I know about the opportunities that AR/VR provide. Yet, it's great to see this in action. And also become more aware of the current technological limitations. But it's also great to see how AR/VR can enhance performances.

I never had an experience, so no.. but I am much more curious.

I really had none before. But I was amazed that you could turn objects around and upside-down. The flaming candelabra opened all kinds of fears and possibilities!

I think my understanding of the applications of VR and AR is different now. I don't think I've ever experienced anything quite like that.

I think so .. its more delicate then I imagined. Its more human

I think the power of this technology, especially VR, and Drama has changed completely. I think entirely new story telling experiences can take place that were simply not possible in the past.

I want to learn and experience more VR and AR performances. It is the most in depth immersive performance I have ever experienced and I found myself fully immersed in the performance.

I wanted more time to interpret/comprehend my experience of AR after my immersion in VR. Experiencing them in succession is very different than in isolation.

I'm not sure. I'll have to continue thinking about it - it's another experience with VR and AR, so I'm sure it's shifted me a little, but I'm not sure how just yet.

It was more personal and comforting/comfortable than I anticipated

It was my first experience. It was amazing how immersive it was.

Post-performance Survey: Bury The Wren - Alchemy (2019)

16

No, I don't think so ... but I've been in a mixed reality class and come at it from a background in the arts where like you're mixing reality already, as I said, and I've been looking at a lot of different blends of AR and VR so I think I am somewhat prepared for it / open to it in general, which can also mean that it doesn't break my brain as much maybe? I did find the disjunction between what I was feeling and seeing to be quite interesting.

No, not really.

Not particularly, but my enjoyment of it was. Its one of the more comfortable VR headsets Ive ever put on and a good amount of length to have it on for. Im excited about narrative experiments and novel experiences that VR can provide.

Only in what current tech is allowing, for combining VR and AR experiences through a single headset.

Perhaps in relation to approach for the performance and speculation on desired audience experience.

Since i had never experienced it before and I'm not good with tech I never really understood it in the first place. Now that I have done it, it really feels like you're in a totally different space.

Since this is my first experience with it, really just formulated the beginnings of what it can do.

The keeping of the ear pieces up made a strangely more real experience. other times I've done VR I have been totally immersed which was actual disconnecting. I now see that VR can be semi immersive and be more affective.

This was my first direct experience of VR.... and I think I was glad to be in a grave with one or two objects (i.e. a simple environment) rather than in a space where there was a lot of visual stimulation. I HATED not being able to feel and therefore really liked being asked to hold objects. Complementing candelabra I can't see with the physical feel (but not sight) of the object really highlighted the difference between a VR experience and an AR one where, I assume, such a separation would not be possible. In some circumstances this separation would take me OUT of the experience; in this case a consciousness of it was an invitation to explore the sensory input provided by objects.

Totally. I used to think it was all about being in another place that isn't "here" per say, like being in a video game, but I realize it can be used for connecting with someone and understand something that might be more difficult in the tangible. real life plane.

VR no but I had never experienced AR using a head set. The AR effect is my favourite strategy in this piece.

Very impressed with how realistic the objects are at different viewing angles. It was interesting to see how the VR is woven with the storytelling experience. The B&W video at the end with her standing in front of me was AMAZING!

Yes I wasn't aware that you could actually handle objects and manipulate them.

Yes, I finally got to experience it myself. I want to encounter VR more in my life.

Post-performance Survey: Bury The Wren - Alchemy (2019)

17

Yes. I didn't lose connection with my body in this experience unlike when I play video games or surf the internet. I was totally aware of my body and my breath the whole time.

opens up the possibilities - this story set in the past was a helpful twist to my patterns where technology lies in the future the future but the gift also is in how we can reflect upon the past -

N/A

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy

18

(2019)

Q25 - What did you find the most and least entertaining part of the performance?

What did you find the most and least entertaining part of the performance?

I am not sure I experienced is what I would define as entertainment, this artistic performance offered me a strong compelling aesthetic experience.

I enjoyed interacting with objects, that I didn't know what would be 'real' (i.e. the second version of the candelabra), and what would be AR (i.e. the first version of the candelabra). Least entertaining - maybe the feel/weight of the headset. Small beans.

I found the slow progression from VR into seeing the performer through the set and then person to person was the most enjoyable.

I found the story the most entertaining part of the story. The least entertaining was the flames on the candelabra.

I think the most entertaining part was the narration, because it was delivering a lot of the content and tying the experience together. I also enjoyed the AR portion, and the actual-seeing portion a lot. I did like the burning candelabra a lot. Least entertaining was maybe also the changing around of the objects and the mental overhead of the tracker and being aware of that as an object.

I turned away to follow the voice and when I looked back at the object it was on fire. I couldn't contain my excitement and smiled like a fool at this moment.

It's hard to say least entertaining when it was all amazing but I think the best part was when I took the headset off and got to see everything i held in real life.

Most - Performer, interaction with performer Least - perhaps the times when technology served to distract rather than engage. The performer handled this well and sensed my attention to the technology interaction over story interaction, and brought me back to attention other performance and story via touch of my hand.

Most - engaging with a live person so close least - too short!

Most - the gradual reveal of the performer Least - the audio of the performer (and sensing her presence) but not being able to chose where I look.

Most entertaining was handling the objects (as I've said) and the narrative structured around a series of objects. least entertaining - I thought all of it had entertainment value.

Most entertaining was the B&W video at the end holding Robert's clothing. Least entertaining was the thought I was in the grave with Annie. :)

Post-performance Survey: Bury The Wren - Alchemy (2019)

19

Most entertaining was the breakdown of space and sensation (seeing a thing in one place, not being able to feel it, and then hearing it somewhere else. Which one is real? Is EITHER?). The last entertaining bit was right at the top, before the VR headset showed me anything, when I had no idea what was coming. I was surprisingly anxious (like about to go on a roller coaster). To be clear: "least entertaining" doesn't mean "least worthwhile." I loved all aspects of the experience.

Most entertaining was when she talked to me and asked me questions, and told me to look at the colours of the teapot. Least entertaining was just hearing the narrative parts of the story that were more difficult to immerse in without visual aid.

Most: Turning the objects. Least: ?Weight of glasses; light leakage at bottom

Most: environment. A show in a grave is super fun! The object bases storytelling was good too. Least: it was hard to pay attention to the story all the time due to the other stimuli. Maybe having the performer present the objects longer before passing them over might help?

Most: the transformation of the picture into the teapot. Least: the limited nature of the AR.

Some of the lines stuck out ("something about the particles in bones"), the shock of VR to AR, and the shock from AR to the flesh/blood actor.

Story was the most interesting, along with the way the virtual nature of the props was used, in conjunction with the actual physical props I was allowed to handle. Least entertaining was the weight of the VR headset!

The awkwardness of the headset at first was the least and the interaction physically with the performer and objects while in the virtual world was the best

The beginning was leaving me curious. When the actor stepped in, it got interesting. Switching between real and virtual objects was an interesting experience. Also, the controller to hold virtual objects actually felt like handling the real object.

The change of the objects in my hand was very entertaining. The part where there was no changes to the environment - the least.

The intimacy and explorative nature was the most. The least would be that at times I found the VR blurry, though that might have been because I didn't tighten the headset enough. Who knows!

The most entertaining part was actually interacting with objects in reality. The least entertaining part was the initial part when the background story was told without anything else.

The most entertaining part, to me, was the teapot story. The least might have been the interacting with the objects at the end, because it felt like it wasn't enough time.

The most entertaining was discovering the objects and listening to Annie's story. The least entertaining part was the wait in between putting on the headset and the beginning of the story

Post-performance Survey: Bury The Wren - Alchemy (2019)

20

The most entertaining was the ability to hold and manipulate objects. That broke the barrier. Nothing

The storytelling. But to be honest I didn't feel entertained in the passive sense of the term.

The whole way through I was thoroughly engrossed in the performance. I'm not sure what would be least entertaining, it all is.

There was the glitch at the end - but I wish I could have seen her in the head set. I could have been encouraged to look around more, use more of the space...?

most entertaining, the objects and they existed fully, the candlestick and the flames.. the room slowly transforming to another kind of space. Coming out of it into the Carbon world. Least entertaining -

N/A

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy (2019)

21

Q21 - What did you find the most and least engaging part of the performance?

What did you find the most and least engaging part of the performance?

(same as previous answer)

Again the story was the most engaging...wasn't really any part that wasn't engaging

As mentioned above the AR transition was very powerful. I guess I wasn't sure how the VR props played a role once they still stayed in the VR environment but I guess what I am saying is that the overall effect was very effective.

At the beginning I felt like I needed to stay still. I wish I'd looked around a little more with the headset. So I don't know how engaged I was at the very start. By the end I was very engaged.

Everything. Holding the props, listening to the story, gazing into a grave, feeling my own heart beat.

Following the story through sound and the switch to AR was the most engaging part of the performance for me.

Holding objects was the most engaging, the least was.... Maybe the feeling of movement/exploration being limited? Having the actor lead the participant to the tracker in the locations of various props might help.

I found the story the most engaging but also the sense of someone there with me. The minor glitches of where the floor was in relation to the objects was somewhat distracting but entirely understandable. Even large scale VR projects have these glitches from time to time

I was momentarily gut wrenched when the bone was placed in my hands. At first I didn't know what it was (felt like wood - was it the clock, maybe?)... then Annie told me it was a bone... and then the experience of "exploring" it suddenly had immense weight. I was least engaged at a point near the middle (2nd or 3rd object?) when my curiosity about what was happening clashed with my sense of what I was ALLOWED to do (theatre is typically a passive experience for an audience member) and that booted me out of the moment for a bit.

Most engaging - when Val asked to see my eyes Least engaging - the narrative part I described in the previous blurb

Most engaging for me was the black and white video at the end. I guess the least engaging was the book at the beginning but it was all amazing.

Most engaging was holding the virtual objects and exploring them while listening to the story.

Most engaging was the link to the performer least engaging would be the blurry I had to negotiate with my eyes in the glasses

Post-performance Survey: Bury The Wren - Alchemy (2019)

22

Most: Being able to hold what she was talking about and connect it to the story least: switching from VR to real life

Most: The reveal of various objects & the performer, crossing over/interacting with the performer Least: None

Most: Visuals Least: The details of the poem/narrative

Not having the weight of the object match their visual was a little distracting

Same.. I equate the two together.

See above

See above - is in reference to engagement.

The least engaging part was that the book remained in the space of the VR the entire time, I didn't fully understand why it was there.

The most engaging part might have been the AR section. The least engaging might have been the last section because it felt like there wasn't a lot of time to look at the objects.

The most engaging part was holding different objects, they helped to follow the story.

The object simulator device, for both most and least engaging, in that it captured my attention, but I became too focused on the interaction (and lack of tactile interaction with the larger shape), and the perceived bugs in the shifting of the image, that my focus began to fall away from the narrative and I became less engaged in the performance as a whole.

The performer was very engaging. I appreciated the way she approached me and interacted with our shared objects. Least engaging was perhaps a technical issue - I was distracted a little, as the focus of the headset seemed to be a little low on my field of vision (perhaps a nose bridge issue on my part) - I felt like I was looking down to actually focus.

The touch and the intimacy of the performer were really engaging. I'm also as I said interested in the disjunction between what I was seeing and feeling with the Vive tracker and the objects, and then being able to see and touch (though I don't think I picked them up, I kept the apple) the real objects later.

all of it was engaging.. the story and the objects. Least entertaining: holding the real objects didn't have much of an impact..it felt less magical then the sounds, the body, the voice, the images.

same as above

N/A

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy (2019)

23

N/A

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy

24

(2019)

Q23 - Can you briefly describe the most and/or the least entertaining and/or engaging part of the performance?

Can you briefly describe the most and/or the least entertaining and/or engaging part of the performance?

As I mentioned above, I don't categorize this work as entertainment it's art that is offering an Aesthetic experience beyond simple or mindless entertainment.

Exploring physical objects while immersed in a VR headset was such a cool experience, then finally seeing them in real life was almost shocking.

For the AR section, I had to work at understanding and engaging with what I was seeing and that helped me connect dots myself.

Hearing the words about the wedding, and then hearing the sound of the wedding dress really set my imagination in motion. The switch from VR to AR brought me out of the story because the blue/empty world didn't fit in the story for me. But once we were in AR, watching someone who appeared as though they were in the uncanny valley was very engaging.

Holding a burning candelabra is pretty engaging. The least might be the AR portion; the initial impact is good, but it could almost be more mysterious. Then again, I'm used to seeing the room and have experienced VR before, so maybe it is more mysterious to others.

How the world slowly got created was really cool having seen the 'empty space' at the start. The layering of the digital and live made both ... more... more what I don't know.

I did in the previous blurbs

I loved it when she was talking about the colours on the teapot and I could connect each thing to the colours of the flowers. When switching from VR to real, it got a tiny bit disorienting but not a big issue

I really liked the exploration of the colours on the teapot. I really can't emphasize how cool it was that I was so excited to see the real teapot.

I was very engaged as she described the colours on the teapot. I listened deeply to her story, and imagined her wedding day beautifully. I was also encouraged to interact with the object, which was fun.

If I had to choose, it would be when the physical candle holder was given to me physically, in opposition with the VR one.

It is the most engaging and entertaining when something changes :)

Most entertaining is the story and connection to the props - I engaged with it all there was no room for me to be aware of any dis-engagement except the focus my eyes had to maintain

Post-performance Survey: Bury The Wren - Alchemy (2019)

25

Most entertaining was the exploration of the possibilities of VR in storytelling

Most entertaining was the performer telling the story placing the objects in my hands. I could feel the emotion in her words. Very convincing.

Most entertaining/engaging: The moment when the helmet was removed. Gazing into the performers eyes and being surrounded by the archives. When the candelabra burst into flames. The cold metallic feeling of the candelabra in my hands. Holding a bone.

Same - - entertainment is engagement on my audience experience lens

See above

The disembodied voice, piecing together the story with the interaction of the visual and tactile world offered to me, was the most entertaining/engaging. The least was in focusing on the tactile rules and perceived bugs.

The excitement of exploring the objects in my hand with the desire to attend to the storytelling made me slightly unsure where to focus.

The only "real" experience of a "body" was holding a bone I couldn't see. It was visceral and emotional. Hearing Anne but not seeing her had less weight, as did seeing her. The raw sense of touch - JUST touch - was incredible and I'm not ashamed to say I wept.

The story was the most engaging part. Possibly because of the VR/AR aspects of it.

When the actor was quite close and touching me to hand me objects and talk through them, and then the AR part to begin to see her, and then when she took off the headset and was talking to me was most engaging. Maybe it was set off by not being able to see her otherwise, but other performances I've been in where the performer is very close or touches the audience have also been impactful.

the most entertaining was Annie's wedding picture, because you could scrutinize it.

N/A

N/A

N/A

N/A

N/A

N/A

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy (2019)

26

N/A

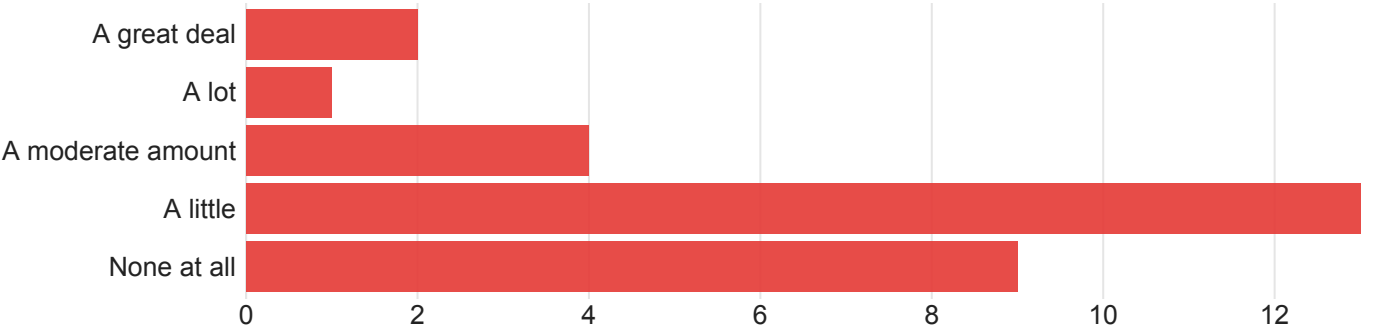
N/A

Post-performance Survey: Bury The Wren - Alchemy

(2019)

27

Q22 - To what degree did you feel the technology distract your experience of the story?

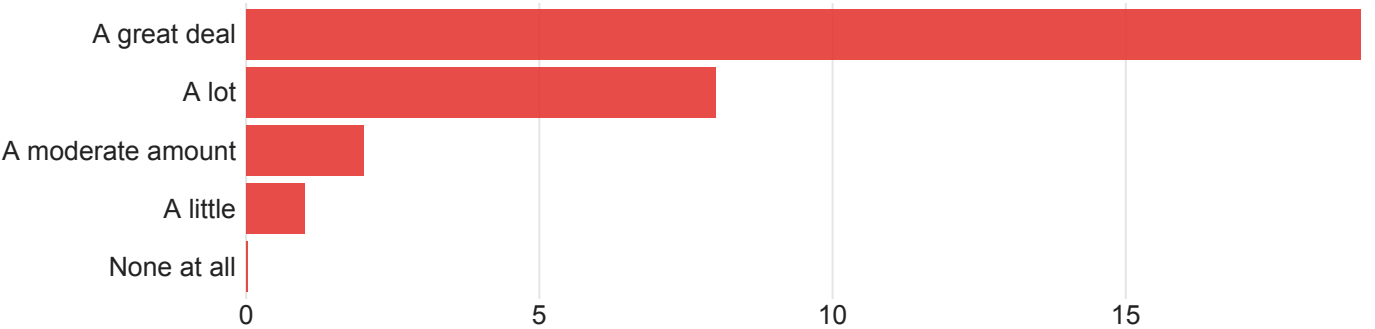


Field	Choice Count
A great deal	2
A lot	1
A moderate amount	4
A little	13
None at all	9
Total	29

Post-performance Survey: Bury The Wren - Alchemy

(2019)

Q4 - To what degree did you feel the technology enhance your experience of the story?



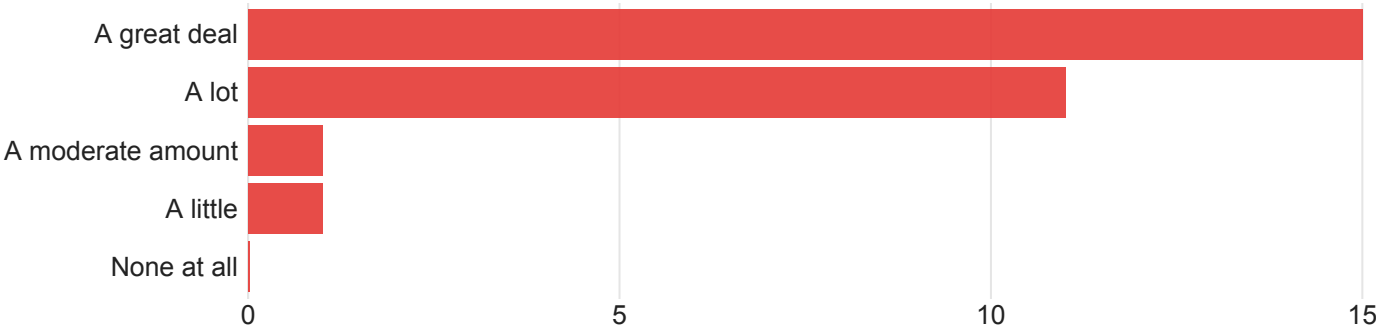
Field	Choice Count
A great deal	19
A lot	8
A moderate amount	2
A little	1
None at all	0
Total	30

Post-performance Survey: Bury The Wren - Alchemy

(2019)

29

Q5 - To what degree did you feel the technology change your experience of the story?

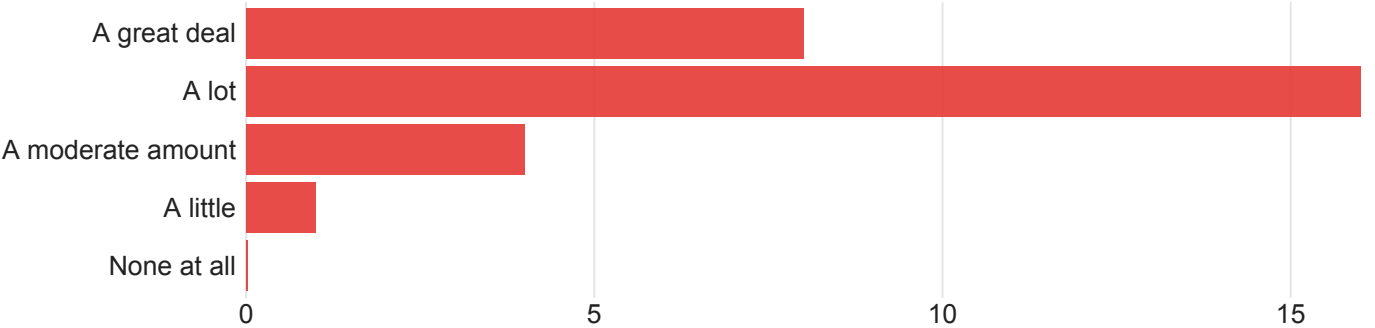


Field	Choice Count
A great deal	15
A lot	11
A moderate amount	1
A little	1
None at all	0
Total	28

Post-performance Survey: Bury The Wren - Alchemy

(2019)

Q6 - How deeply did you engage with the story?



Field	Choice Count
A great deal	8
A lot	16
A moderate amount	4
A little	1
None at all	0
Total	29

Post-performance Survey: Bury The Wren - Alchemy

31

(2019)

Q7 - How does this mode of storytelling change you as an audience member?

How does this mode of storytelling change you as an audience member?

An entirely new perspective & appreciation. A personal experience/connection to the story enhanced by the technology

Because it was my first experience with VR, it felt the story was overwhelmed by the technique.

Being more immersed in a story makes at greater impression on me. You also feel much closer to the characters.

Changes desired outcomes

Enhances all experiences and makes them more real. Got much more engaged than when in the theatre.

Hmm. I don't know. I think I to some extent liked the isolation of the senses and the potential to play them off of one another. I think maybe that could be pushed further as well.

I felt complicit.

I felt immersed in the story that was being told. Having the object first projected and then physically placed in my hands was a very new and engaging part of the experience.

I felt involved but safe. I felt like I knew what to do, which I was concerned about at the start.

I felt more present and like I was there to learn and experience, rather than just observe.

I felt much more involved and there.

I felt much more involved in the story than us normally the case. To be able to examine objects as Annie described them to me was very engaging.

I have to think about that. Ask me in two days? Because I was there, but NOT there [I couldn't see my own hands]. I was participating, but not participating. I was alone, but not alone. I was the audience AND the performance. At no time did I "watch" reality [even the ghost phase was "constructed"] so... what did I see? What was my part? Without ME to see it, was it there at all? I have so many questions.

I want to see more of these types of experiences implemented in Theatre. I think the interaction part was something very unique.

It challenges my senses to make sense of the tech rules I've been forced into, and consider how they relate to the story and visual world.

It felt like I was interested in exploring the objects and not necessarily the person--trying to find her traces.

Post-performance Survey: Bury The Wren - Alchemy (2019)

32

It has a great capacity to capture my imagination, which might help elevate material that I wouldn't otherwise be interested in. Or just, material generally.

It makes me feel like I can ask to be spoken directly too even thru virtual mediums - it challenges the notion that technology is only for the future perhaps it is what we need to re-frame our ideas in how history speaks to us

It makes me more aware of my senses aside from sight and has a higher demand on my imagination.

It reminds me of the power of imagination... which seems silly, but to physically interact with objects - even AR objects - makes me feel and remember things in my body in a different way. I think it helps me be rooted in the words.

It's totally immersive in a way. I also feel a little bit invisible.

Its participatory. So I become totally engage with multiple senses as opposed to a more traditional cerebral experience of storytelling.

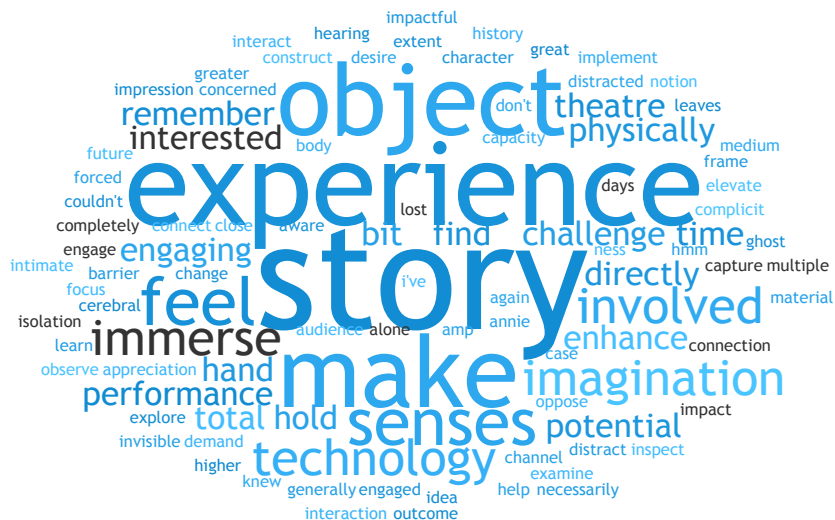
Its very intimate. I personally do not always like a very intimate performance. The technology provided enough of a barrier for me to be ok with staring at a stranger.

Probably has more impact on how I perceived the story. Being able to hold the possession of the story teller while hearing the story was impactful.

Since this was my first time, I got a little distracted by the 'new-ness' of it and lost bits of story. If I saw it again, I would be able to focus more on the story. But.. connecting the 'objects' directly with the did help.

The thing that I find potentially distracting is being able to hold objects and inspect them while she is telling her story ... two channels!

its so completely sensorial, one leaves quite amped up.. and I remember it..and want to know more.



Post-performance Survey: Bury The Wren - Alchemy

33

(2019)

Q8 - How important is a narrative to you in a theatrical performance?

How important is a narrative to you in a theatrical performance?

4 on a scale 1-10

Fairly important, I personally don't love nonlinear boundary breaking slam poetry type performances.

Highly important.

I can take it or leave it.

I like a narrative, but don't require it to enjoy a performance

I like narrative. I don't need it in a linear structure. The objects enhance and drive story and then. you get to death and the bones. Its a story of grief.

I think having a story is more important to a performance

I think narrative is usually very important to me, even if it's not entirely clear. I think I need to trust that there is some kind of narrative.

I think the narrative is the most important part.

I usually prefer it or gravitate towards it.

I'm more interested in aesthetics than narratives personally.

It depends on the performance. For this particular performance I felt as though it was very important. I think narrative is much more important than story

It really depends on the narrative and the context

Its not a dealbreaker if the performance is non-narrative.

Narrative matters to me in the unseen ways more than the seen ways

Quite important

Structure of some kind is critical. For many people this means "narrative" but I don't think it has to. The structure can be poetic, or tonal, or sensual. If I don't want to "work" to find meaning, narrative is a cozy fallback. Most of the time, though, I want to be challenged.

The narrative is very important as it gave the objects meaning and context to the overall story. I liked hearing why they were so important to Annie.

Post-performance Survey: Bury The Wren - Alchemy (2019)

34

How important is a narrative to you in a theatrical performance?

Varies on performance

Very

Very

Very important.

Very, I really want to be carried along in what's happening in the performance, and I want to enjoy how it's told.

Very.

Very. Very very.

depends - if the look/tone/container is compelling, I can let go of the narrative a little..

for me really important - hence the previous answer.

not really important

N/A

N/A

N/A

N/A

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy

35

(2019)

Q26 - How important is a story to you in a theatrical performance?

How important is a story to you in a theatrical performance?

8/10

A story adds weight, but isn't necessary.

A story is very important, so there is something to follow, a path.

EXTREMELY. Story is everything!

Highly important.

I like story in theatre. Its a necessity for my experience and wish to escape from the world I know and be taken to an aspect of the world, of humanity that I forget to see and experience.

I think emoting or experience is as important. Story is a means to do that

I think it's important to have a reason to why characters are doing things and why the story is being told.

I'm not 100% sure how this is different than the narrative, so I will go with narrative is the specific way the story is told, and the story is the overarching beats of it or what the content is - sorry if that's wrong. I think story is also important to me, but narrative is more important (using those definitions)

I'm not sure I need it to be a crystal clear story, but a general arc is usually helpful for me.

It depends on the performance. For this particular performance I felt as though it was very important.

Same - a point is helpful.

Same sentiment as before. Because what is theatre? I mean, how important is story to a piece of art in a gallery? I just want an experience.

See above.

Somewhat.

Stories carry me through a performance as it guides me.

Very

Very

Very

Post-performance Survey: Bury The Wren - Alchemy (2019)

36

How important is a story to you in a theatrical performance?

Very important it gives a performance meaning. It is the difference between presenting a set of facts and actually relating the events to life itself.

Very important, the story carries the performance. I loved how more details were revealed over time.

Very very again.

as above

not really important I can make my own if the presentation is made in a strategy to allow me so.

only in relation to your expectations

same as narrative but I do like a really great story and storyteller

this is a million dollar question - I don;t need a story but i will always default to look for one

N/A

N/A

N/A

N/A

N/A

N/A

N/A

Post-performance Survey: Bury The Wren - Alchemy

37

(2019)

Q27 - Was there any element of the experience you wanted to engage with or explore more deeply? If so please provide some detail.

Was there any element of the experience you wanted to engage with or explore more deeply? If so please provide some detail.

Could have had more of seeing the story teller...

I enjoyed it all and wanted it to continue.

I mean, I wanted to know what the AR grounding object was that I kept holding! But aside from that curiosity, I wanted to walk around the room a little - to explore and see what the grave looked like from multiple perspectives. I also kept thinking, for some reason, that I would smell something.... I was clearly listen to suggestions of the performer... I expected the smell of earth to come in at some point!

I saw some bones in the VR as the performance began. I wish I'd spent some time looking at them.

I think discovering elements in the VR space was interesting but very minimal. I mentioned above that I notice that by moving the VR props they reflected light on the walls of the space but noting was reveal by this action. I was hoping that my curiosity would have been rewarded but it wasn't.

I think the juxtaposition of objects I can feel vs what I'm seeing in VR was really the part that seemed potentially really different to me about doing it in VR versus something else. I would also have liked for the grave scene to be physical instead of virtual, and if possible more scent involvement would I think really add to the sensory experience.

I wanted the candelabra to set fire to the room!

I wanted to explore some of the objects more, be able to ask the actor about more information.

I wanted to interact with the objects a bit more (like open the teapot)

I would have liked to move about more in an exploratory fashion.

I would have loved to continue living and exploring that world. The thermal vision type effect at the end was particularly intriguing after all that, if my stomach could handle it.

I would like to watch the performer interact with objects in AR

I would say the video at the end where Annie is standing in front of me and I see my hands touching the clothing. This was amazing.

I'd like to have been able to move around the grave

Post-performance Survey: Bury The Wren - Alchemy (2019)

More time with the objects! And maybe more time in AR so I can really explore that with the actor.

Nothing really comes to mind, I though the level of engagement was good.

Oddly, with Annie. With time, we would have built towards a conversation - I think.

The grave - the closed in grave the dirt walls -

The room itself. Autonomy really bolsters VR, even limited. The chance to feel walls would be very exciting.

When Annie handed me the apple....that was intriguing.

Yes, and I even felt like I wanted to respond at certain points.

desired engagement with human over technology

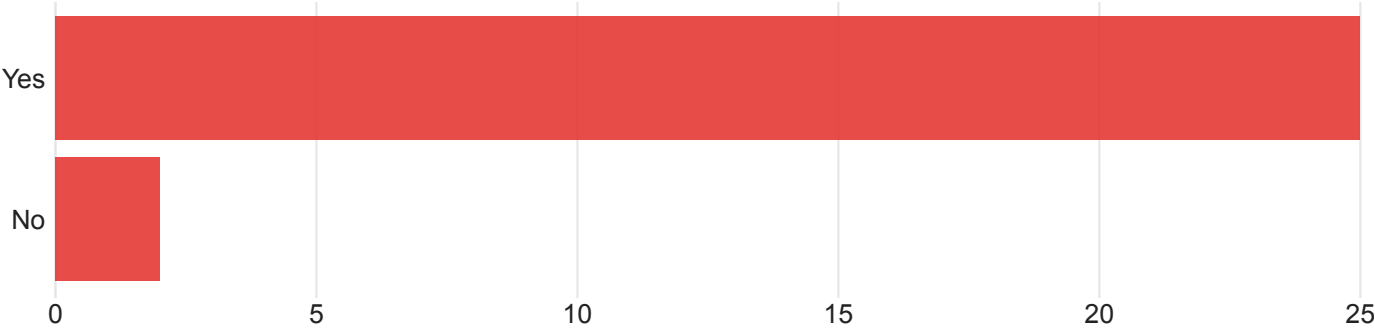
oddy, the performer. I kind of knew I could do much with the images, so following her voice rose to the top more. Plus I knew there was a real person present with me - if that was voice-over, it would profoundly changed the whole experience.



Post-performance Survey: Bury The Wren - Alchemy

(2019)

Q28 - Did you want to explore the virtual space more?



Field	Did you want to explore the virtual space more?
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Did you want to explore the virtual space more?

Field	Choice Count
Yes	25
No	2
Total	27

Post-performance Survey: Bury The Wren - Alchemy

40

(2019)

Q29 - Were you surprised by any elements in the performance? If so please provide some detail.

Were you surprised by any elements in the performance? If so please provide some detail.

All of it. First time so it was all new. But also how real the voice became.

All of it.. when I turned the object around and you could see all sides. And when the Frame came into focus. I was surprised to see the objects in the room..

I got the most surprised when the character appeared, I appreciated the change that was introduced to a human body :) Also when the subjects appeared and changed in my hands.

I had no expectations, so it was hard to be surprised.

I was surprised by how much i felt i was somewhere else.

I was surprised by the ability to turn and interact with the virtual object

I was surprised by the candelabra catching fire and really liked that.

I was surprised by the starkness of the projections, however it heightened my awareness of the physical components, the actor and the objects I interacted with. I was also surprised at how the actor looked through the headset during the transition from VR to face to face. I expected a more natural look, but the more ghostly appearance fit the story.

I was surprised when I took the headset off and the room had shifted - that objects other than those I interacted with were around. Especially objects that I only experienced in VR/AR (not sure how you would classify this) - like, it was cool to see the real teapot and clock.

Surprised by virtual environment

The VR to AR sensation.

The bones in VR, the note in the teapot, the first time the actor touched my hands, and the prop bone.

The burning candelabra was very interesting. The teapot and clock very realistic.

The first introduction of a physical object was unexpected. I guess I assumed everything would be VR

The flaming candelabra...would have been cool if I could have felt the "heat" from it!

The holding of the little prop things that would appear differently as different objects,

The reveal of the

Post-performance Survey: Bury The Wren - Alchemy (2019)

Were you surprised by any elements in the performance? If so please provide some detail.

The shift to the blanket was a little frightening. But I'm kind of a wuss.

Three dimensionality. Flames,

Touch. Feel. **WEIGHT.** The surprising heft of a candlestick after the experience of seeing other weightless objects.

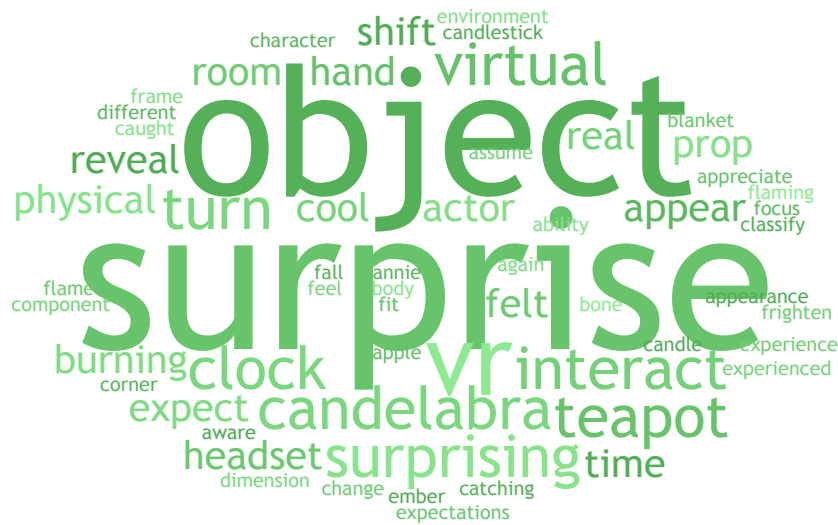
Was there a virtual apple in the corner? I never clocked that before!

When the candle holder caught on fire. Wow! Tipping it I could see burning embers falling off. The video at the end with Annie in front of me was very surprising.

Yes. The reveals of the space, objects & performer were all surprising.

again - being able to hold objects and twist and turn them

when I got to see her face i was surprised I had not expected that at all



Post-performance Survey: Bury The Wren - Alchemy

42

(2019)

Q30 - Did you experience any physical effects from the performance? If so, please describe.

Did you experience any physical effects from the performance? If so, please describe.

I don't think so, i only got slightly disoriented when the VR headset went through the transition for me to be able to see the performer.

I feared I would get nauseous (especially since I was anxious at the beginning) but did not have that problem. And my response to holding Robert's bones was shockingly emotional. Like seeing a newborn baby for the first time [suddenly a life was present].

I felt connected emotionally to the story. I felt slightly off balance and was conscious of my physicality (I've also suffered multiple concussions, so I'm always cautious of things that I think might trigger imbalance or headaches)

I felt in the space - I felt contained in something not where i was before

I felt nauseous by the end, I personally could not have handled any more.

I think my eyes got a bit bleary from being so close to a screen.

My right eye felt blurrier, but nothing serious.

NO

Nope, and I normally get motion sickness.

Not really. Felt good.

Only some disorientation at the very beginning, as it felt that there was no reference point. Then when I realized I am in a grave, it felt a little claustrophobic.

Surprise as objects were handed to me. The eerie realization I was in a grave site at the beginning.

Um .. I don't think so. I didn't get disorganized. I liked being able to spatially follow the actor aurally while not seeing her.

Weightlessness.

n/a

no it was good

none

Post-performance Survey: Bury The Wren - Alchemy (2019)

43

Did you experience any physical effects from the performance? If so, please describe.

very, very slight sense of disorientation at the very beginning as the (virtual)floor seemed to shift. This didn't last long

N/A

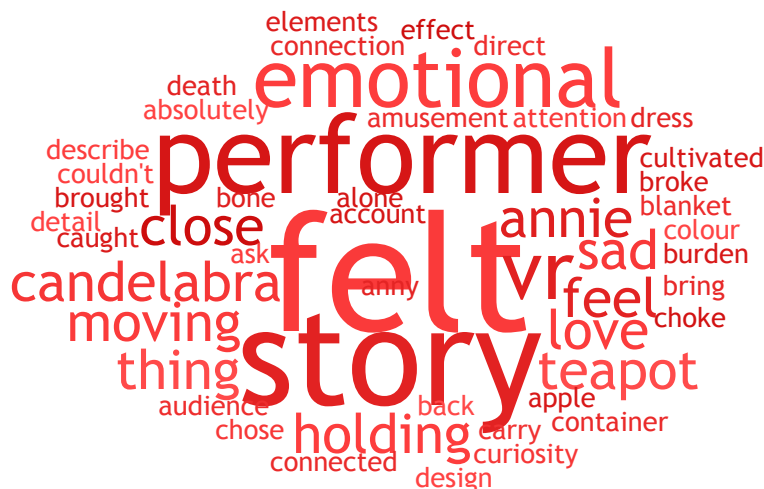
(2019)

Q31 - Did you have an emotional reaction at any point of the performance? If so, please describe.

Absolutely! The plea of the "spirit" was moving, but especially when I was able to see the spirit as an ethereal being, then as a flesh being and bring humanity closer to the voice.

Being able to engage with such a sad story in such an immersive way definitely cultivated a response. I felt as though I couldn't react on account of the whole feeling like a ghost thing.

Had an emotional impact from the whole thing. The effect of the story on me was magnified by the VR world.



Post-performance Survey: Bury The Wren - Alchemy

45

(2019)

Q15 - Do you have any thoughts you would like to share about the experience of the performance?

Do you have any thoughts you would like to share about the experience of the performance?

Any gaps in anything I saw was overridden by the impact of everything that did seem seamless and put together, which is a super impressive outcome in VR.

Congratulations. I hope this makes people rethink what audience and theatre means.

Everybody should try it!

I did find thinking about the spatial experience, following the actor's voice, and the difference between what I was feeling and seeing a bit too much and it kind of distracted me from listening to the story a little bit.

I loved the performance. Would enjoy seeing future performances if possible. Thank you for the invitation. :)

I shared em all, pretty much

I would love to see this performance expanded or re mounted so that more people can experience this kind of theatre.

It was amazing!!!!

It was fantastic and I would definitely do it again.

Keep up the beautiful work!

Loved it.

Maybe a touch ore guidance? But wow. very freakin cool.

Overall I feel this is a very successful combination of multiple stimuli in the creation of unique user experience related to a creative storytelling approach.

Should have a longer run.

Some of the objects I was holding in real did not show up in virtual.

Thank you! I'm eager to see the next part.

The mix of VR and live actor is so interesting. The headset implies that my total reality will be subsumed, but it just... wasn't, because of the other elements [foremost, the presence and movement of another person who was reacting to me, even if only subtly].. And that was much more interesting than I imagined it would be.

Post-performance Survey: Bury The Wren - Alchemy (2019)

46

Do you have any thoughts you would like to share about the experience of the performance?

What's next?

it blew my mind .. I feel like on the cusp of a new platform to experience the humanity of performance, makes me optimistic for story telling

