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

Kates, Beth

<u>**Pre-Performance**</u>

Performer:
   1) How old are you?

   2) What is your gender?
      a) Female
      b) Male
      c) Prefer not to Disclose/You don't have an option that applies to me. I identify as
         _____.

   3) This type of performance could be called both "immersive" and/or "mixed reality"
      performance. Are you familiar with either of those terms?

   4) Virtual Reality (VR) is a technology that can make you feel like you are in another place.
      Augmented Reality is a technology that adds layers over your vision of the real world.
      Have you ever performed in a VR or AR scenario before? If the answer is yes, please
      provide some detail about your experience.

   5) Have you ever performed for a video game creation before? If the answer is yes, please
      provide some detail about your experience.

   6) Have you ever interacted with VR? If the answer is yes, please provide some detail
      about your experience.

   7) Have you ever interacted with AR? If the answer is yes, please provide some detail
      about your experience.

   8) Have you ever performed in an intimate performance space like this before?

   9) How would you describe your performance history?

   10) Is there anything you would like to share with the creators/researchers before the
       performance begins?

Participant:
   1) How old are you?

   2) What is your gender?
      a) Female
      b) Male

c) Prefer not to Disclose/You don't have an option that applies to me. I identify as
_____.

3) What is your profession?

4) Have you ever been to a live performance before? If so, do you regularly attend live performances and how often?

5) If the answer to the above is yes, you have been to a live performance, what types of live performance do you attend? (check all that apply)
   a) Theatre
   b) Dance
   c) Music
   d) Sporting events
   e) Festivals
   f) Amateur performance
   g) Literature readings
   h) Other (please describe)

6) What is your favourite genre of entertainment? Please rank the following with 1 being your most favourite and 5 being your least favourite:
   a) Drama
   b) Science Fiction
   c) Documentary
   d) Horror
   e) Comedy
   f) Fantasy
   g) Reality TV
   h) Other (please specify)

7) Virtual Reality (VR) is a technology that can make you feel like you are in another place. Have you ever interacted with VR? If the answer is yes, please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

8) If the answer to the above is yes, you have interacted with VR, on a scale of 1 - 10 (with 10 being very frequent) how would you rate your frequency of use of interaction with VR.

9) Augmented Reality is a technology that adds layers over your vision of the real world. Have you ever interacted with AR? If the answer is yes, please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

10) If the answer to the above is yes, you have interacted with AR, on a scale of 1 - 10 (with 10 being very frequent) how would you rate your frequency of use of interaction with VR.

11) Have you ever interacted with video games? If the answer is yes, please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

12) On a scale of 1 to 10, with 1 being never and 10 being hourly, please rate your participation in the following activities
    a) Listen to recorded music
    b) Watching television and/or movies
    c) Teleconferencing
    d) Social Media
    e) Email
    f) Surfing the web
    g) Texting
    h) Gaming
    i) Hackathons

13) Is there anything you would like to share with the creators/researchers before the performance begins?

Post-Performance

Performer:
1) Please provide us with your initial thoughts about this particular performance.

2) What was your experience like of performing with an audience member who was in a VR headset for a large portion of the performance?

3) Did this experience change your point-of-view on how technology can affect your performance?

4) Would you consider doing more performances like this in the future?

5) What was your favourite part of the performance?

6) What was your least favourite part of the performance?

7) How do you think the performance could be improved?

Participant:

1) 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)

2) Would you like to qualify the above answer with commentary?

3) Would you engage with VR again (i.e. when you were in the headset and could not see what was happening around you)?

4) Would you engage with AR again (i.e. when you were in the headset and could see through distorted video cameras)?

5) Would you attend an intimate performance again?

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

7) Has this experience altered your understanding of what is real in any way? If so, please elaborate.

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

9) Can you briefly state what the most fun, and least fun or entertaining part of being in VR?

10) Can you briefly state what the most fun, and least fun part of being in AR?

11) Can you briefly state what the most fun, and least fun part of being in an intimate performance?

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

13) This type of performance could be called both "immersive" and/or "mixed reality" performance. Are you familiar with either of those terms?

14) What does the term "carbon reality" (CR) mean to you?

15) Have you ever experienced an intimate performance like this one before? Do you have any thoughts you would like to share about the experience of the performance?

<u>Post Debrief</u>

Participant:

1) Did being in the Control Booth and witnessing how the performance was controlled and how the technology works alter your experience in any way? Please explain.

2) Having seen the inner workings of the production, would you want to experience the AV/VR/CR performance again?

3) Is there anything else you would like to share with the creators, researchers or performers about your experience?