

2020-09-08

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

Kates, Beth

Kates, B. (2020). Incandescent Edges of the Future: Performance Creation with Virtual, Augmented and Carbon Realities (Master's thesis, University of Calgary, Calgary, Canada). Retrieved from <https://prism.ucalgary.ca>.

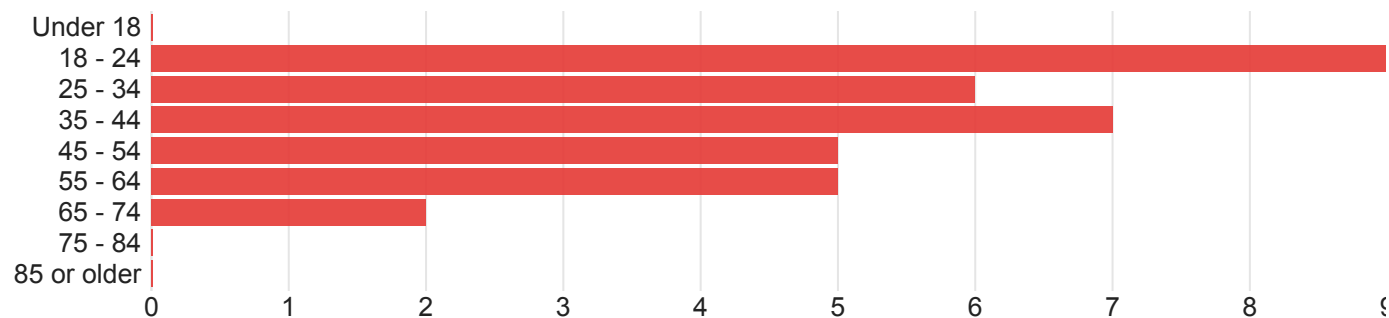
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Pre-performance Survey: Bury The Wren - Alchemy (2019)

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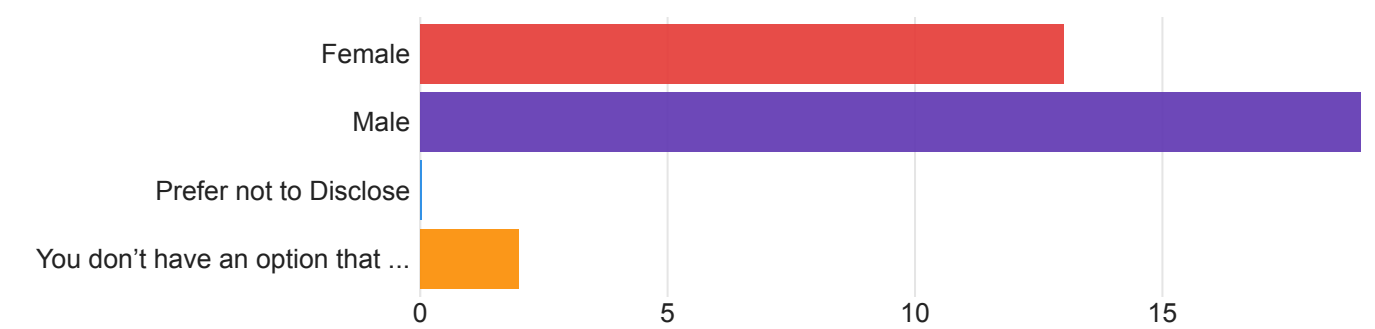
Q1 - How old are you?



Field	Choice Count
Under 18	0
18 - 24	9
25 - 34	6
35 - 44	7
45 - 54	5
55 - 64	5
65 - 74	2
75 - 84	0
85 or older	0
Total	34

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Q2 - What is your gender?



Gender	Choice Count
Female	13
Male	19
Prefer not to Disclose	0
You don't have an option that applies to me. I identify as	2
Total	34

You don't have an option that applies to me. I identify as - Text

Non-binary
Non-binary

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Q6 - What is your profession?

What is your profession?

Artist and University Professor

Artist/Student

Special Needs Teacher

Student

Graduate Student

Playwright, Performance Instructor

Student

Student

Student

Student

PhD student / artist

Actor, Director

writer broadcaster

iOS App Developer

phd student

Director

movement instructor

Grad Student. Theatre Artist

Business owner

accountant

Theatre Practitioner

student

arts professional

grad student music

Artist

Grad Student, MFA Drama

Librarian

maker of wood objects (furniture)

Student

Audio Visual Technician

theatre artist

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What is your profession?

Writer

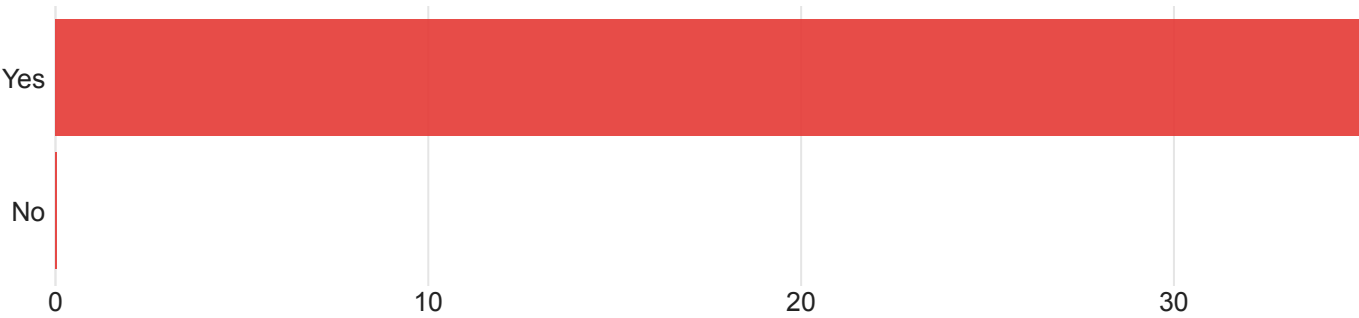
Professor

Arts maker and academic

Q6 - What is your profession?



Q7 - Have you ever been to a live performance before?

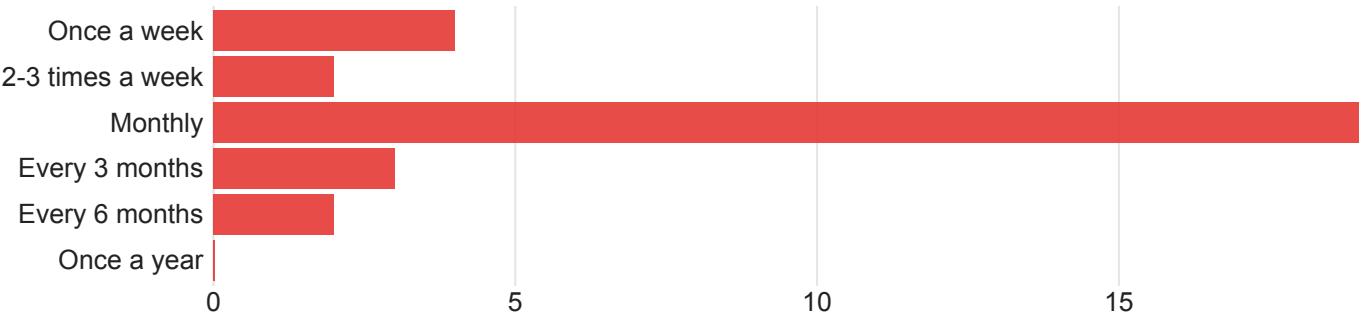


Field	Choice Count
Yes	35
No	0
Total	35

Q9 - Do you regularly attend live performances?

Field	Choice Count
Yes	30
No	5
Total	35

Q10 - How often do you attend live performances?

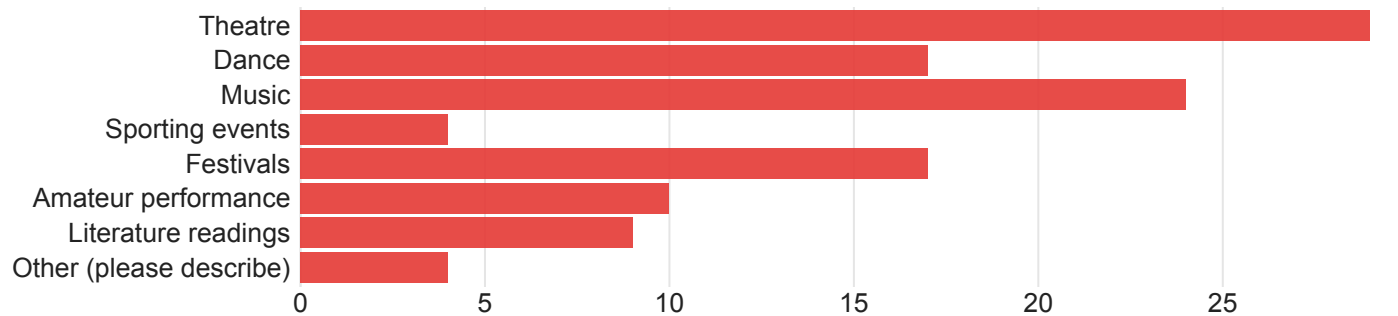


Field	Choice Count
Once a week	4
2-3 times a week	2
Monthly	19
Every 3 months	3
Every 6 months	2
Once a year	0
Total	30

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Q8 - What types of live performance do you attend? (check all that apply)



Field	Choice Count
Theatre	29
Dance	17
Music	24
Sporting events	4
Festivals	17
Amateur performance	10
Literature readings	9
Other (please describe)	4
Total	114

Other (please describe) - Text

performance art, spoken word

Performance art

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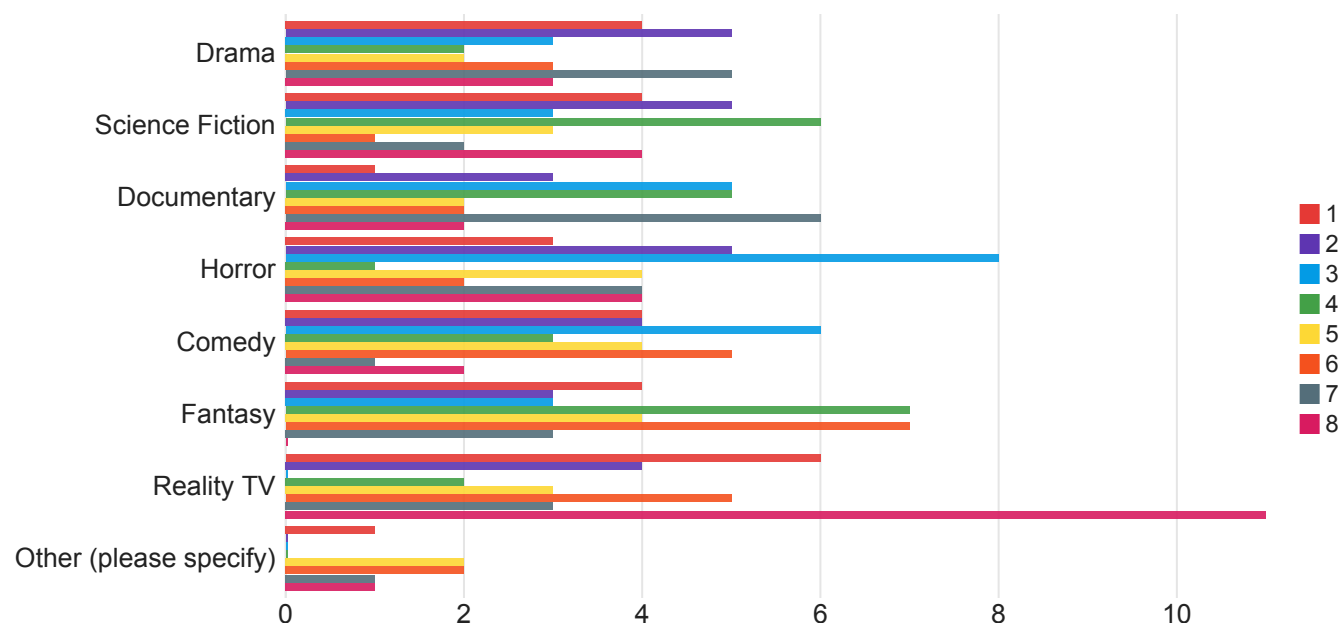
interactive, digital installation, exhibition, studio work, works in progress

Performance Art (Live Performance)

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Q11 - What is your favourite genre of entertainment? Please rank the following with 1 being your most favourite and 8 being your least favourite:



Genre	Min	Max	Mean	Standard Deviation	Variance	Responses
Drama	1.00	8.00	4.37	2.45	6.01	27
Science Fiction	1.00	8.00	4.07	2.30	5.28	28
Documentary	1.00	8.00	4.69	2.05	4.21	26
Horror	1.00	8.00	4.29	2.30	5.30	31
Comedy	1.00	8.00	3.97	2.06	4.24	29
Fantasy	1.00	7.00	4.19	1.87	3.51	31
Reality TV	1.00	8.00	5.18	2.71	7.32	34
Other (please specify)	1.00	8.00	5.43	2.06	4.24	7

Genre	1	2	3	4	5	6	7	8	Total
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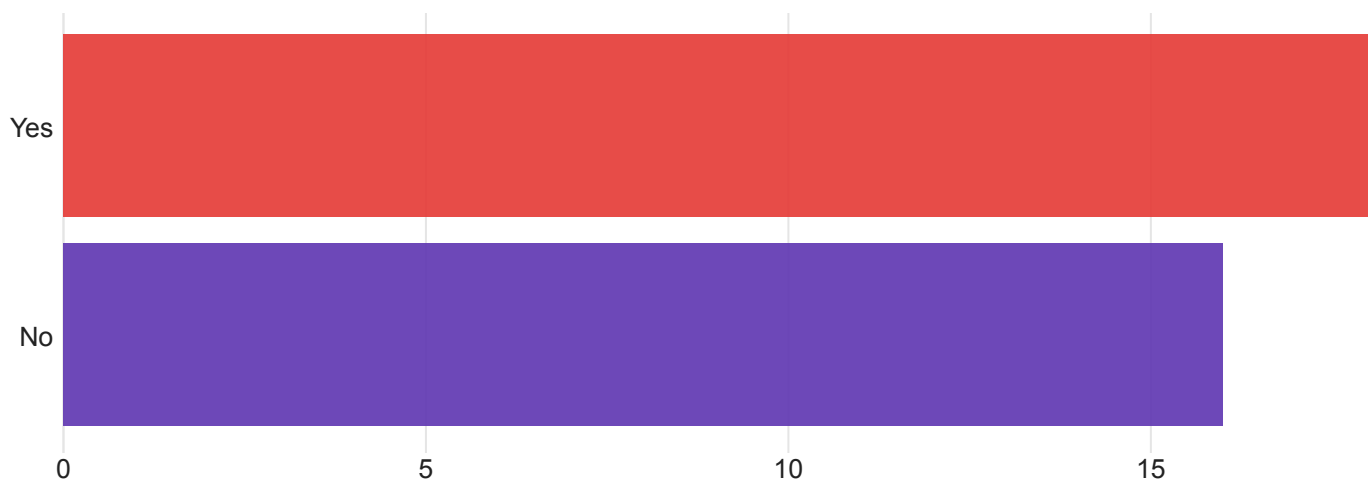
10

Drama	4	5	3	2	2	3	5	3	27
Science Fiction	4	5	3	6	3	1	2	4	28
Documentary	1	3	5	5	2	2	6	2	26
Horror	3	5	8	1	4	2	4	4	31
Comedy	4	4	6	3	4	5	1	2	29
Fantasy	4	3	3	7	4	7	3	0	31
Reality TV	6	4	0	2	3	5	3	11	34
Other (please specify)	1	0	0	0	2	2	1	1	7

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

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Q12 - Virtual Reality (VR) is a technology that can make you feel like you are in another place. Have you ever interacted with VR?



Field	Min	Max	Mean	Standard Deviation	Variance	Responses
Virtual Reality (VR) is a technology that can make you feel like you are in another place. Have you ever interacted with VR?	1.00	2.00	1.47	0.50	0.25	34

Field	Choice Count
Yes	18
No	16
Total	34

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

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Q13 - Please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

Please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

positive

It was brief, I just explored a desert. The experience was positive.

I've been working on a project that involves VR elements, and I have done some immersive entertainment--once or twice with headsets and once or twice with installations where I am within a 360 screen. I have not been in a VR environment that allowed for my active participation/interaction with the VR environment.

It was positive. My experiences have been interactive (games) in both private and public settings. comfort has typiccaly been the biggest issue.

I got motion sick after using it for about 20 minutes.

I've done a game thing where you were falling off a building, which was interesting, and also tilt brush and sculpting type things.

positive - amazing how convincing it is

I own a VR headset for gaming and love the immersive experience

Video Gaming, Dramaturging VR Theatre Show

motion capture suit choreography - google goggles

Positive

multiple VR experiences, vary from engaging to spectacular to nauseating

at the sega centre in Osaka... it was a very cool experience, but it was also a shooter game, which was terrifying AF.

Gaming & student projects. Interactive experiences. Positive each time.

We use it in my profession to Pre visualize events and vent architecture.

positive experience; feeling immersed in games and virtual exploration spaces

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

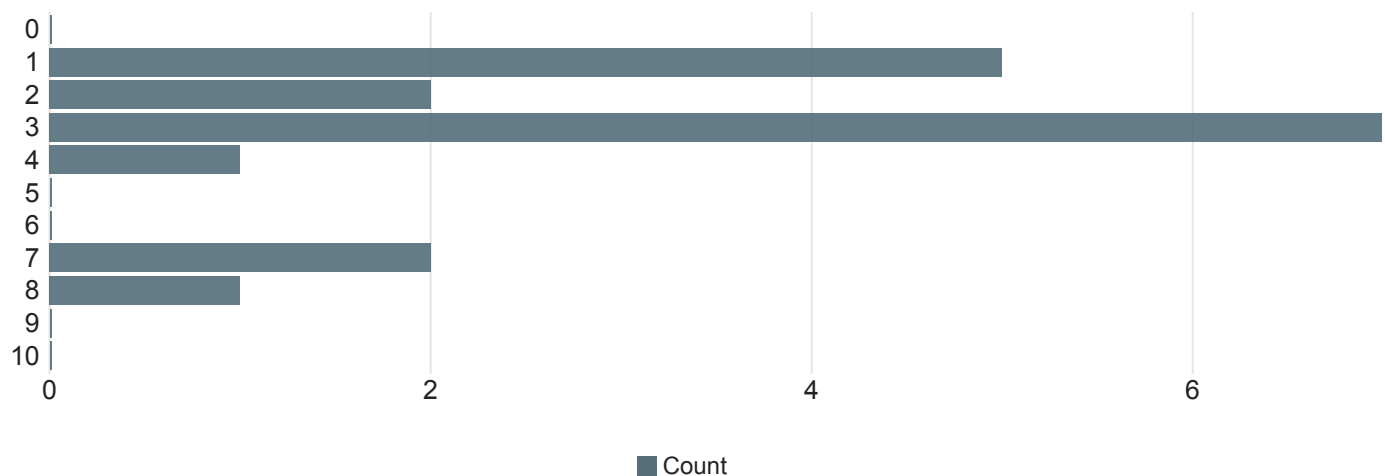
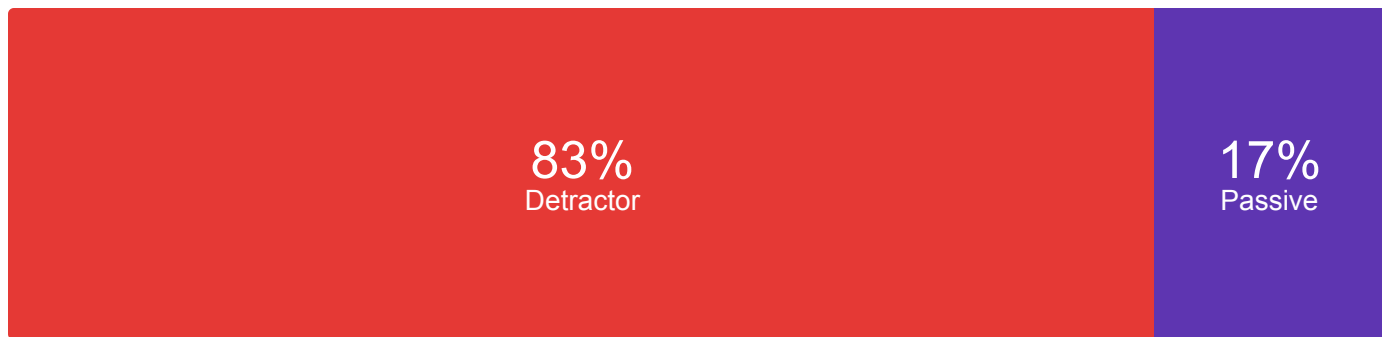
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Via personal headset device (with cellphone). I enjoyed it thoroughly.

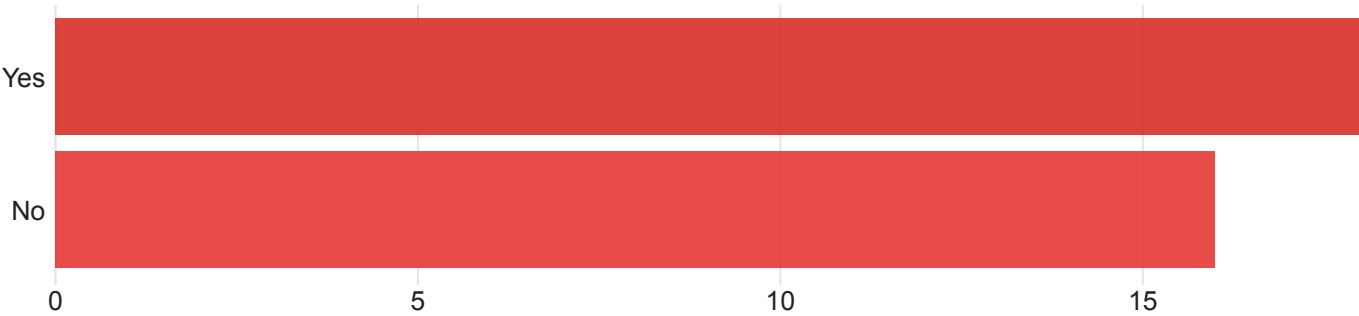
Pre-performance Survey: Bury The Wren - Alchemy (2019)

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Q14 - On a scale of 1 - 10 (with 10 being very frequent) how would you rate your frequency of use of interaction with VR.



Q15 - Augmented Reality is a technology that adds layers over your vision of the real world. Have you ever interacted with AR?



Field	Min	Max	Mean	Standard Deviation	Variance	Responses
Augmented Reality is a technology that adds layers over your vision of the real world. Have you ever interacted with AR?	1.00	2.00	1.47	0.50	0.25	34

Field	Choice Count
Yes	18
No	16
Total	34

Q16 - Please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

Please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

very positive

I have been to a few performances that have used soundscapes and sensory deprivation to create world for the text to exist in and for the most part they have been interesting and positive

Primarily Pokemon Go, but also other apps and filters/snapchat, etc.

In general somewhat positive? I think it has some really interesting potential uses but I don't have any that I've really gotten to see that I loved. I've seen some augmented art and used some augmented applications for measuring, and done very minimal AR development (I'm in a mixed reality course right now)

it was neutral - good try but didn't really get there

I own a HoloLens and have developed AR apps in the past

thought the mobile phone using the app that allowed to project virtual objects onto real world surfaces. the experience was neutral.

Dramaturging AR Show

Positive

interact in mobile, exhibition and experimental. Experiences positive

It was very superficial, I don't have a strong opinion of it

Most AR experiences I've had has been through apps - there was one to activate window paintings on Stephen Ave last winter, and Pokemon GO uses AR. All fun!

AR apps and games through cell phones. All positive.

Generally playing with the tech to see how it works. Has not yet thrilled me!

Its often used to enhance an event . Provide historical and other contextual information to participants. While generally a positive experience I found the Holo lens somewhat cumbersome. Augmented Reality with a device like a phone I find less obtrusive.

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

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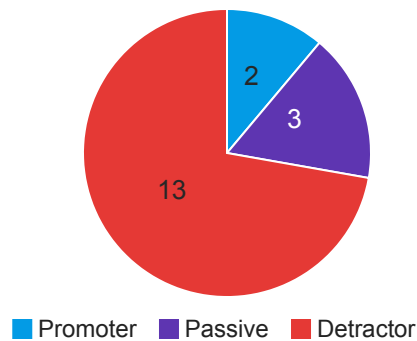
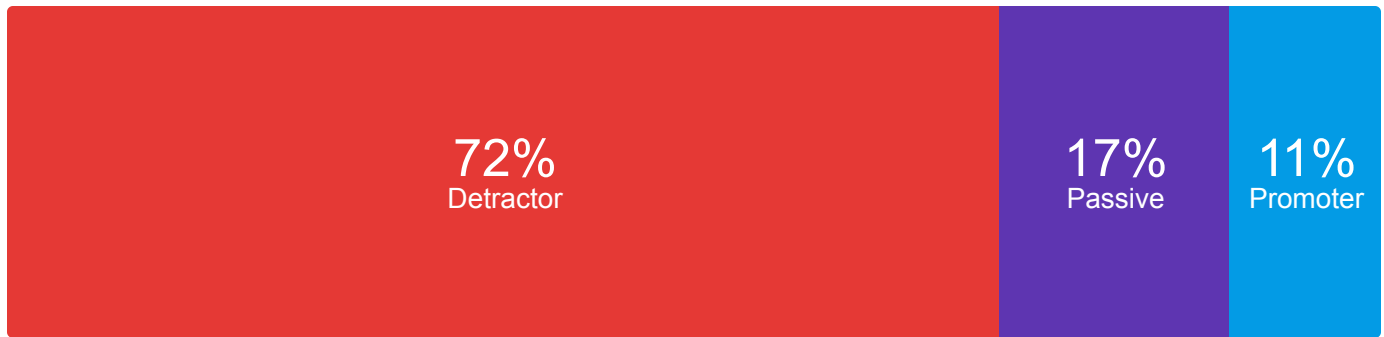
very positive; amazing to have virtual content merge with real objects

Academic lab. I was fascinated and disoriented (both positive responses).

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

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Q17 - On a scale of 1 - 10 (with 10 being very frequent) how would you rate your frequency of use of interaction with AR.



Q18 - Have you ever interacted with video games?



Field	Choice Count
Yes	32
No	2
Total	34

Q19 - Please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

Please provide some detail about your experience. (ie: how did you interact with it, was the experience positive, negative or neutral)

positive

Casual gaming, not very often, usually as a substitute for watching TV or with friends socially.

Have played a few find them mostly neutral

I've played video games most of my life. Mostly positive. Well, not culturally.

I enjoy video games and have played quite often since childhood

Not 100% sure how you mean 'interact'.. I've played immersive games, I enjoyed them.

I like video games; haven't interacted with AR/VR before now I don't think

I generally enjoy playing video games; I haven't interacted with VR or AR to much knowledge

I play them regularly.

I play video games often. I love video games. Experience is always good unless I don't like the game's story.

I'm not like the biggest fan of video games, they don't push my like reward systems that effectively. I have played and liked most puzzle adventure games like the Myst series, or Monument Valley.

Positive - Played

the video games of 20 and 30 years ago. Loved the ones I played. Still like pinball though

I enjoy playing games where you can create things (like Minecraft), and games that tell compelling stories, much like a movie (e.g. Uncharted)

I played video games a lot when I was a teenager, the experience was so positive, that I spent playing about 4 hours a day.

Played Batman with my friends, make me motion sick, but a fun time

Positive

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

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Positive but I don't spend much time playing video games

neutral

Neutral, they are not my favourite thing to do but some are fun, like just dance. Don't like killing games.

varied experiences, from development through to gaming user

I'm currently playing Zelda: Breath of the Wild and it's very fun. I prefer adventure/exploring games to shooting games.

With liveliness. Almost always positive, unless I'm losing the game. As it goes.

I love playing video games but generally feel guilty about it (as if it is a waste of time OR pure leisure)

I've played some Crash Bandicoot and I regularly watch my partner play different video games.

I have never been very fond of video games. I try them and within a short amount of time I get bored. I do not find them compelling.

I've played a few simple games. Fun but addictive.

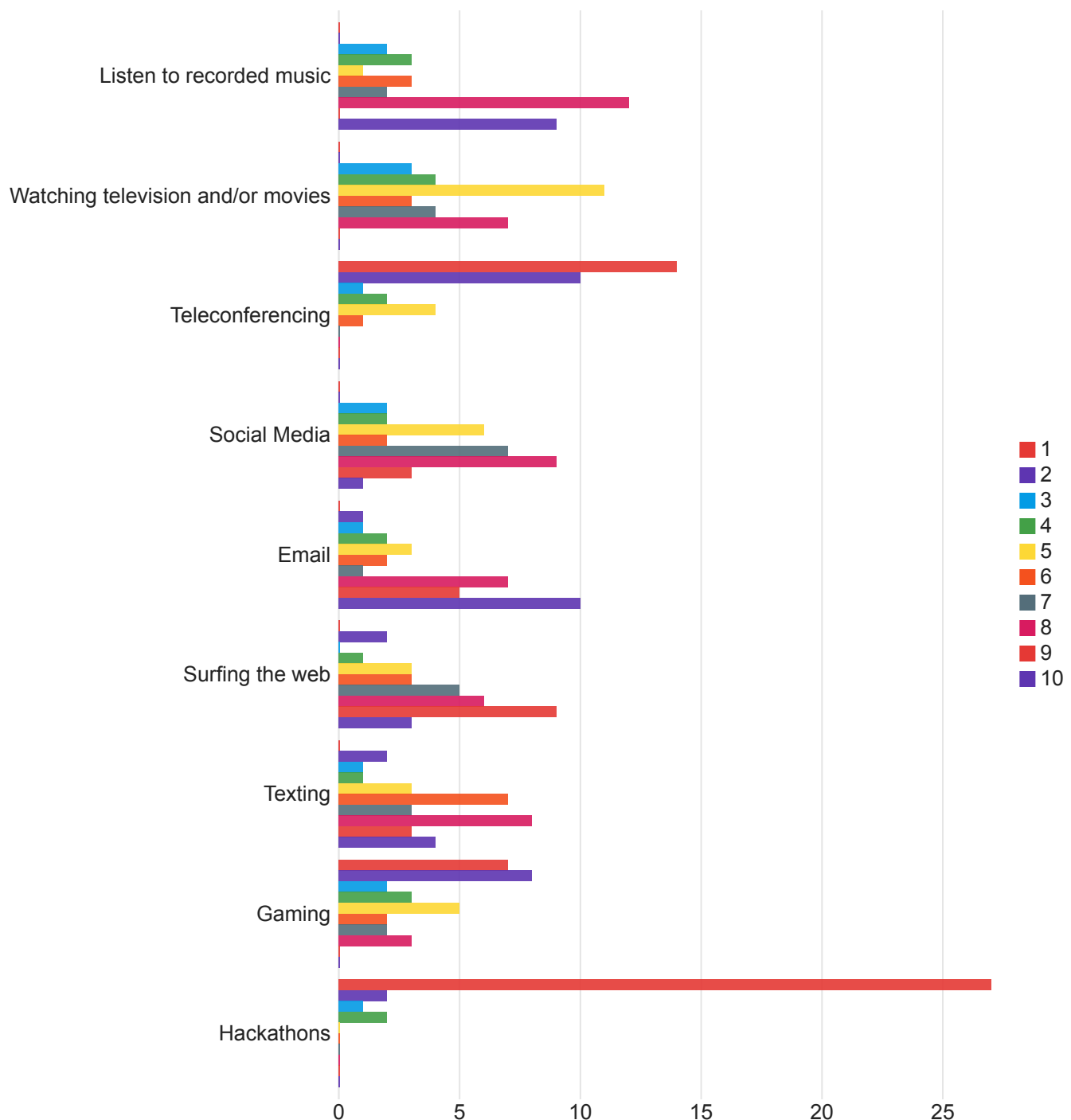
not a frequent user of video games; but like the experience

Wide range: video arcade, television-based, computer-based.

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

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Q20 - On a scale of 1 to 10, with 1 being never and 10 being hourly, please rate your participation in the following activities:



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

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Field	Min	Max	Mean	Standard Deviation	Variance	Responses
Listen to recorded music	3.00	10.00	7.53	2.16	4.69	32
Watching television and/or movies	3.00	8.00	5.69	1.61	2.59	32
Teleconferencing	1.00	6.00	2.22	1.52	2.30	32
Social Media	3.00	10.00	6.69	1.79	3.21	32
Email	2.00	10.00	7.75	2.32	5.38	32
Surfing the web	2.00	10.00	7.34	2.09	4.35	32
Texting	2.00	10.00	6.88	2.16	4.67	32
Gaming	1.00	8.00	3.63	2.32	5.36	32
Hackathons	1.00	4.00	1.31	0.81	0.65	32

Field	1	2	3	4	5	6	7	8	9	10	Total
Listen to recorded music	0	0	2	3	1	3	2	12	0	9	32
Watching television and/or movies	0	0	3	4	11	3	4	7	0	0	32
Teleconferencing	14	10	1	2	4	1	0	0	0	0	32
Social Media	0	0	2	2	6	2	7	9	3	1	32
Email	0	1	1	2	3	2	1	7	5	10	32
Surfing the web	0	2	0	1	3	3	5	6	9	3	32
Texting	0	2	1	1	3	7	3	8	3	4	32
Gaming	7	8	2	3	5	2	2	3	0	0	32
Hackathons	27	2	1	2	0	0	0	0	0	0	32

Q21 - Is there anything you would like to share about your relationship to technology before the performance begins?

Is there anything you would like to share about your relationship to technology before the performance begins?

I tend to learn how to use it on a need to know basis and would consider myself proficient at using the technology I need to know how to use often, and curious about the technology I don't. I rely on it more than I probably realize though...

I'm generally comfortable with technology, but I don't consider myself proficient.

I feel like I started technology late for people my age--around, about, 6th grade. (I was the last student in my math class to get a computer, weirdly)

it both excites and scares me.

I have a curiosity about it and an aptitude for it; its normalized to me as a result of my age and growing up with it. I might not always be able to create with it (build and employ it) but its certainly part of my life and experience.

I don't think so.

Hmm ... I would say it's a strong relationship that I think a lot about and is very meaningful in my life :P

we don't really have a relationship

I love the intersection of arts and technology and look forward to see how the performance unfolds!

I break things all the time :((hopefully will not break anything today)

Love seeing how technology is progressing and improving / changing our lives.

Enjoy it but can get motion sick - for example went to 3D presentation at Universal Studios and had to close my eyes, or some IMAX performances have to close my eyes as well when there is a lot of up and down movement or side to side etc..

I am not a tech person and don't know a lot about it but I am always willing to try new things.

I have a love/hate relationship with it. I think it's fundamentally a good thing but I sometimes use it self-destructively. I did away with my phone a few weeks ago, and have been much happier since.

Not that I can think of...

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

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I've a background in diploma and varied work experience in comp sci, worked as a QA Software Analyst for over a decade.

I AM A TECHNOLOGICAL CONSTRUCTIVIST.

As an audio Visual tech I am interested to see how this technology develops for larger audiences

im a luddite..

I enjoy it but am suspicious.

I am a technology enthusiast and usually an early adopter and promoter of new tech

I have researched and created research on intermedial experience(s) in performance contexts. I have used advanced technology in performances that I have created. My primary focus is on intermedial intimacy (potential of/for/in).