



Interactive VJing Performance

Over the course of two nights, I organised participatory VJing events in the context of Tango. Using pre-prepared VJing settings, I encouraged the audience to actively participate in the live visuals. When I gave specific instructions, such as peeling and eating a mandarin below the webcam, the audience responded well. People had fun and sometimes started experimenting themselves. Although I see great potential in participatory VJing events, they were not suitable for my research as I was unable to delve as deeply as was necessary for my research topic.



Use the voices of others instead of mine in a written dialogue

In the first version of the dialogue, the participants were not me, but other people or entities, such as theorists or objects. However, after discussing this with my mentor, I realised that it could be damaging to use other people's voices and argue from their perspective, because I don't know how they would really speak. Acting from an object's perspective was not appropriate for my research topic, but it was amusing and promising. It may be a good method for other topics, though.



Mapping

While I am fascinated by video mapping, it didn't find its place in this project. However, it could be the next step to develop a live video performance in a mapping style, using more than one projector and in relation to the room in which it takes place.



Glassmarkers

I started the project using plastic glassmarker figures as the actors. However, they were eliminated from the ongoing research process. Nevertheless, I still see potential in using the glassmarker figures to illustrate things that I would not usually be able to see in this form.