

PLAYER 1 

HIGHSCORE 2500

 PLAYER 2

CO-DESIGN OF EXPERIENTIAL IMMERSTVE WORLDBUILDING

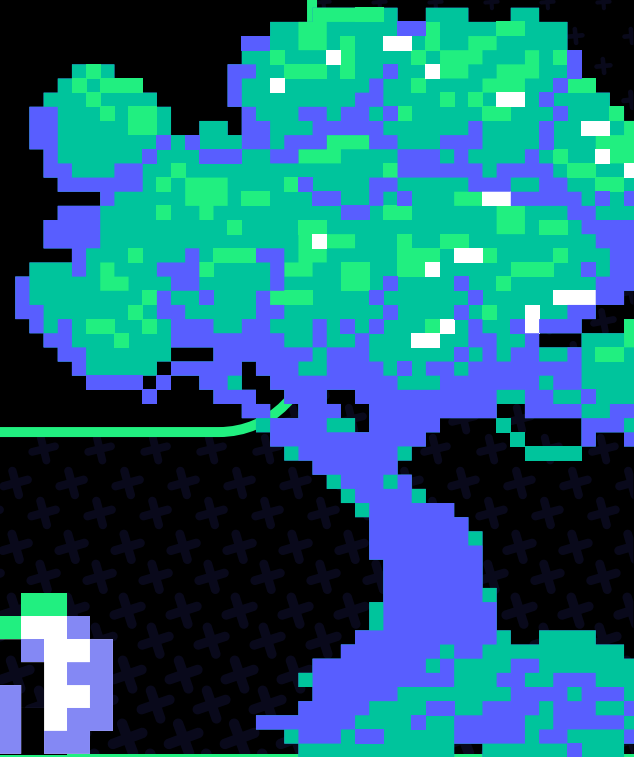
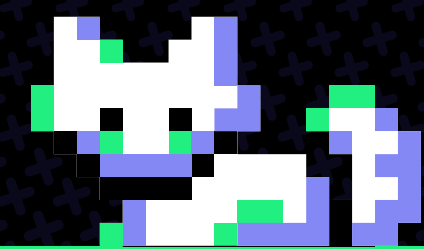
START

MENU

SIGN IN 



◆ LAUREN TUCKER

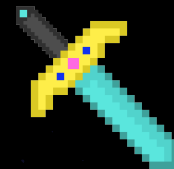


AGENDA

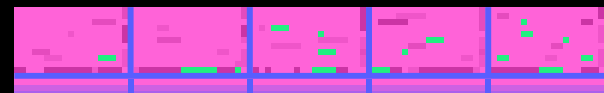
- ◆ IMMERSIVE WORLD BUILDING
- ◆ EXPERIENTIAL CO-DESIGN



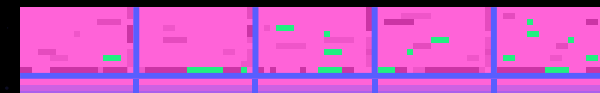
CONTEXT



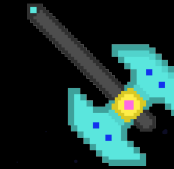
CO-CREATION



PLAY AND ENGAGE



FUNCTION
DISCOVERY



INTERACTIVITY

Tip: Use links to go to a different page inside your presentation.

How: Highlight text, click on the link symbol on the toolbar, and select the page in your presentation you want to connect.

MENU



MANIFESTO



➤ NEVER DIGITAL FOR DIGITAL SAKE

The purpose of this session is to explore your creative practice and how digital might enhance it.



➤ WHAT STORY DO YOU WANT TO TELL?

Why are you the person to tell it?
How might you tell this story?



➤ CONSIDERING DIGITAL INTERFACE

- Today we will explore the potential and possibilities of Isadora Software. Introduce potential of digital tech for creating change in cultural and creative learning and experiential design.

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PLAYER 1  



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Drag and drop your photo or video! Click the sample photo or video and delete. Select yours from the uploads tab, drag, and then drop inside the frame!



EXPLORING ISADORA SOFTWARE AS A CREATIVE TOOL

RESOURCES

What are the trends out there in the world?

What's pushing us along?

ISADORA TUTORIAL:
CREATING YOUR
FIRST PATCH

ISADORA TUTORIAL:
LIVE DRAWING

ISADORA TUTORIAL:
MOTION TRACKING
AND KINECT

ISADSORA TUTORIAL
AND ZOOM

EXAMPLES BY
TROIKA RANCH

FLEXER AAND
SANDILAND: ISADORA
CONSULTANCY

EXAMPLE OF
ISADORA AND DANCE
HYBRID WORK

INSTALLATION
EXAMPLE: CHRIS
MILK: THE
TREACHERY OF
SANCTUARY

TUCKSHOP DANCE
THEATRE DIGITAL
THINKING

PLAYFUL LEARNING

THE ART OF WORLD
BUILDING

WHAT IS IMMERSIVE
STORYTELLING?

"Inspired by the storytelling strategies used in the architectural design of theme park attractions, the field of environmental storytelling is premised on setting up the conditions for stories to emerge by first construction the space."

(Breuleux, Y., De Coninck, B., & Therrien, S. (2019) p.8)

EXAMPLES OF ISADOORA PATCHES

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Highlight two or more cells, **right-click** then choose "**Merge Cells**" to organize your table according to your needs!





or
sh Projector
jector

Movie Player

13:pexe	movie	video out	vid-gpu
n/a	stage	trigger	X
on	visible	pb engine	AV
1	speed	loop end	-
0	position	position	97.693
0	play start	text out	
100	play length		
on	loop enable		
default	audio device		
0	volume		
n/a	pan		
default	snd out		
0	audio trks		
n/a	freq bands		
n/a	text track		
perform	optimize		
premult	alpha mode		

Projector

vid-gpu	video
0	horz pos
0	vert pos
100	width
100	height
100	zoom
on	keep aspect
additive	blend
0	layer
50	intensity
on	active
1: Stage	stage

Keyboard Watcher

'd'	key range	d	key 'd'
down	direction		key number 100

Toggle

none	init	*0/1	toggle out on
-	trigger		

Keyboard Watcher

'c'	key range	c	key 'c'
down	direction		key number 99

Mouse Watcher

all	display	horz. pos	16.7477
none	modifiers	vert. pos	86.6518
0-100	limit horz.	trigger	-
0-100	limit vert.		

Live Drawing

vid-gpu	video	video out	vid-gpu
on	capture	segments	61
round	joint type		
round	endcap type		
0	feather amount		
1	min distance		
8	line width		
	color		
off	fade active		
1	fade hold		
5	fade out		
33.2523	horz pos		
36.6518	vert pos		
-	add point		
-	erase curr		
-	erase last		
-	erase all		
0	horz size		
0	vert size		
n/a	stage		
off	bypass		

Projector

vid-gpu	video
0	horz pos
0	vert pos
100	width
100	height
100	zoom
on	keep aspect
additive	blend
0	layer
70	intensity
on	active
1: Stage	stage

Video File		
1		LT
2		LT
3		pex
4		327
5		339a
6		ac00
7		149f2
8		12c96
9		Pexels
10		pexels-
11		video.m
12		pexels-r
13		pexels-ar
14		pexels-tin
15		fractaliciou
16		our_fractal
17		Pexels Vide
18		pexels-jame
19		production ID
20		pexels-georg
21		pexels-matthia
22		production ID_
23		pexels-matthias
24		video-2.mp4
25		production ID_3

Scene List

• To transition into the next s
the "Next Scene" Go Trigger. B
will be the space bar; to chang
Edit Go Triggers from the Scen

down direction key number 100

Toggle

off init *0/1 toggle out on
trigger

Mouse Watcher

all display horz. pos 52.3975
none modifiers vert. pos 69.4105
0-100 limit horz. trigger -
0-100 limit vert.

Keyboard Watcher

'c' key range key 'c'
down direction key number 99

Wave Generator

1 Hz freq value 16.6994
sine wave
0 phase
- reset
off once

Color Maker HSBA

63.5299 hue
100 saturation
100 brightness
100 alpha

Movie Player

49:pexe movie video out vid-gpu
n/a stage trigger X
on visible pb engine AV
1 speed loop end -
0 position position 64.6223
0 play start text out
100 play length
on loop enable
default audio device
100 volume
n/a pan
default snd out
0 audio trks
n/a freq bands
n/a text track
perform optimize
premult alpha mode

Live Drawing

vid-gpu video video out vid-gpu
on capture segments 89
round joint type
round endcap type
0 feather amount
1 min distance
3 line width
color
off fade active
1 fade hold
5 fade out
-2.3975 horz pos
-19.4105 vert pos
- add point
- erase curr
- erase last
- erase all
0 horz size
0 vert size
n/a stage
off bypass

Projector

vid-gpu video
0 horz pos
0 vert pos
100 width
100 height
100 zoom
on keep aspect
transpar blend
0 layer
100 intensity
on active
1: Stage stage

Picture Player

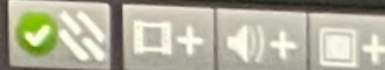
1:png-tr picture video vid-gpu
on visible trigger -
n/a stage

Projector

vid-gpu video
0 horz pos
0 vert pos
100 width
100 height
200 zoom
on keep aspect
transpar blend
0 layer
20 intensity
on active
1: Stage stage

Projector

vid-gpu video
0 horz pos
0 vert pos
100 width
100 height
200 zoom
on keep aspect
transpar blend
0 layer
60 intensity
on active
1: Stage stage



- 33 production II
- 34 pexels-rostis
- 35 production II
- 36 pexels-cotto
- 37 pexels-cotto
- 38 e23f8386-8e
- 39 production II
- 40 production II
- 41 pexels-roma
- 42 pexels-bruck
- 43 production II
- 44 Pexels Video
- 45 dot_waves (
- 46 fluff (loop) (
- 47 beamm (l
- 48 pexels-anna-
- 49 pexels-joão-
- 50 production ID

Sound Samples

MIDI Files

Untitled Video Bin

- 1 png-transpare
- 2 png-transpare

3D Models

Untitled Video Bin

Untitled Midi File Bin

Scene Editor

- To add an actor, double-click on the pop-up toolbox and type the actor name, then drag it from the toolbox.
- To connect two actors, click on the first actor's output port, move the mouse to the second actor's input port, and click again.
- To cancel a link in progress, press the escape (ESC) key.

0 Sec

3 Sec

Movie Player

13:pexe	movie	video out	vid-gpu
n/a	stage	trigger	X
on	visible	pb engine	AV
1	speed	loop end	-
0	position	position	65.4264
0	play start	text out	
100	play length		
on	loop enable		
default	audio device		
0	volume		
n/a	pan		
default	snd out		
0	audio trks		
n/a	freq bands		
n/a	text track		
perform	optimize		
premult	alpha mode		

Projector

vid-gpu	video
0	horz pos
0	vert pos
100	width
100	height
100	zoom
on	keep aspect
additive	blend
0	layer
50	Intensity
on	active
1: Stage	stage

Keyboard Watcher

'd'	key range	d	key	'd'
down	direction		key number	100

Toggle

none	init	*0/1	toggle out	on
	trigger			

Keyboard Watcher

'c'	key range	c	key	'c'
down	direction		key number	99

Mouse Watcher

all	display	horz. pos	38.221
none	modifiers	vert. pos	83.3148
0-100	limit horz.	trigger	-
0-100	limit vert.		

Live Drawing

vid-gpu	video	video out	vid-gpu
on	capture	segments	57
round	joint type		
round	endcap type		
0	feather amount		
1	min distance		
8	line width		
	color		
off	fade active		
1	fade hold		
5	fade out		
11.779	horz pos		
33.3148	vert pos		
-	add point		
-	erase curr		
-	erase last		
-	erase all		
0	horz size		
0	vert size		
n/a	stage		
off	bypass		

Projector

vid-gpu	video
0	horz pos
0	vert pos
100	width
100	height
100	zoom
on	keep aspect
additive	blend
0	layer
70	Intensity
on	active
1: Stage	stage

Video Files

1	LT Secret Gar
2	LT Secret Gar
3	pexels-travelsw
4	3270501659.m
5	339affbb.mp4
6	ac00ba30-9e86f
7	149f2f65.mp4
8	12c963d4.mp4
9	Pexels Videos 164
10	pexels-ivan-khmel
11	video.mp4
12	pexels-ron-lach-105
13	pexels-artem-podre
14	pexels-tima-miroshn
15	fractalicious_2 (1080
16	our_fractal_brains (10
17	Pexels Videos 130732
18	pexels-james-cheney-
19	production ID_392226
20	pexels-george-morina-
21	pexels-matthias-groene
22	production ID_4980183.
23	pexels-matthias-groenev
24	video-2.mp4
25	production ID_3987799.m

Scene Settings

In this area, you control how scenes crossfade from one to the other.

• Fades are activated by the "Next Scene Go Trigger". This defaults to space bar, b

Keyboard Watcher

key range 'd' key 'd'
direction down key number 100

Toggle

init *0/1 toggle out off
trigger

Mouse Watcher

display all horz. pos 18.2766
modifiers none vert. pos 86.8743
limit horz. 0-100 trigger -
limit vert. 0-100

Keyboard Watcher

key range 'c' key 'c'
direction down key number 99

Live Drawing

vid-gpu video video out vid-gpu
capture off segments 0
joint type round
endcap type round
feather amount 0
min distance 1
line width 8
color
fade active off
fade hold 1
fade out 5
horz pos 31.7234
vert pos -36.8743
add point -
erase curr -
erase last -
erase all -
horz size 0
vert size 0
stage n/a
bypass off

Projector

vid-gpu video
horz pos 0
vert pos 0
width 100
height 100
zoom 50
keep aspect on
blend transpar
layer 0
intensity 80
active on
stage 1: Stage

Picture Player

1: png-tr picture video vid-gpu
visible on trigger -
stage n/a

Projector

vid-gpu video
horz pos 0
vert pos 0
width 100
height 100
zoom 200
keep aspect on
blend transpar
layer 0
intensity 15
active on
stage 1: Stage

Movie Player

50: prod movie video out vid-gpu
stage n/a trigger X
visible on pb engine AV
speed 1 loop end -
position 0 position 12.6375
play start 0 text out
play length 100
loop enable on
audio device default
volume 100
pan n/a
snd out default
audio trks 0
freq bands n/a
text track n/a
optimize perform

Projector

vid-gpu video
horz pos 0
vert pos 0
width 100
height 100
zoom 200
keep aspect on
blend transpar
layer 0
intensity 40
active on
stage 1: Stage

Scene List

- To transition into the "Next Scene" will be the space b Edit Go Triggers fr
- To activate a scen deactivate the previ
- To insert a new sc

Digital Agendas: Imagine if they come together with your creative practice?

Government

Economic growth via skills and innovation

Digital Industries

Future talent and investment in 'smart'

Schools

Motivation, progress & attainment of CYP

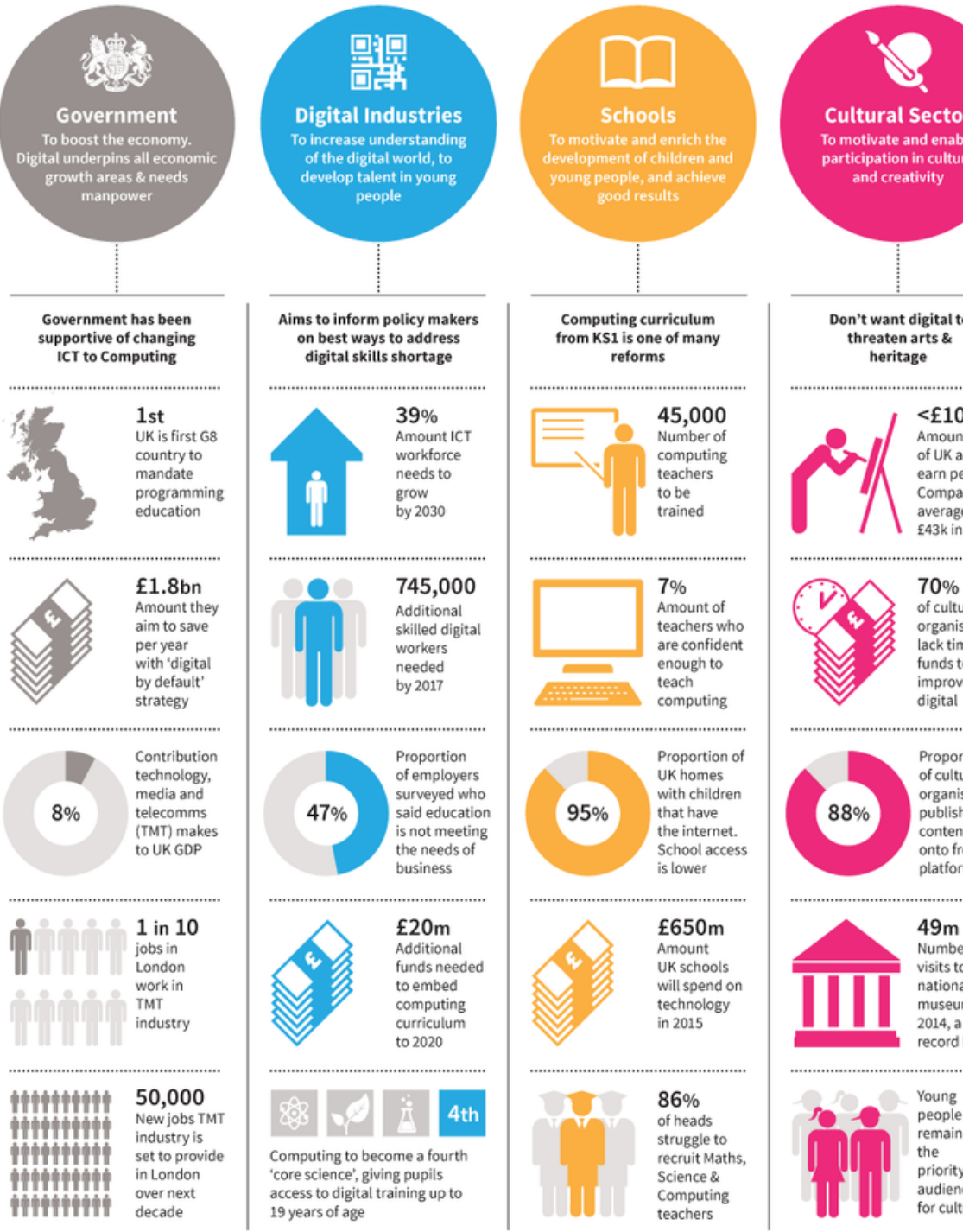
Cultural Sector

Participation in culture & creativity



Get creative, get digital | Extending digital practice in creative & cultural learning

Digital agendas: Why do we need to think about digital learning?



Mixing it up
A fast changing world means we learn how to use a much bigger range of tools and data, to collaborate, to learn how to combine them and to apply our imagination. The more we mix it up, the more innovation will result.



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A fast changing world means we learn how to use a much bigger range of tools and data, to collaborate, to learn how to combine them and to apply our imagination. The more we mix it up, the more innovation will result.

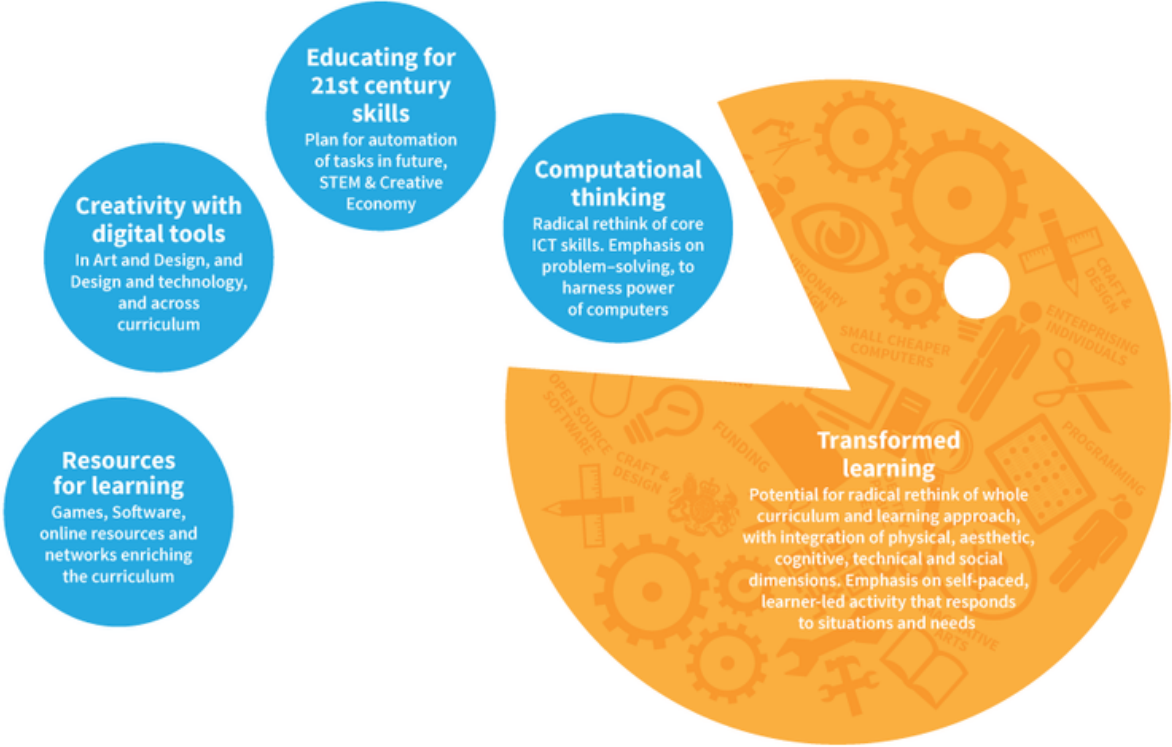


Learning ecosystems
Schools, cultural organisations and digital agencies have different strengths, and can interact to enrich learning by young people



Transformations in technology are driving innovation in learning
As digital learning has emerged and offered new possibilities, innovative models of learning have shifted from transactional to transformational

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As digital learning has emerged and offered new possibilities, innovative models of learning have shifted from transactional to transformational



What will the future brain look like?
Digital innovation and cultural learning both shift mindsets in the same direction



Facilitating a maker space



Aim: To co-design a dance film on your mobile device

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IN RESPONSE TO THE THEME:

THEME TOP SECRET OUR PLANET OUR FUTURE

✦ SOME ONE IN THE GROUP SELECT THEMSELVES TO SET UP A TIMELAPSE FILMING PROCESS AND JOIN GROUP ONE

✦ GROUP ONE: BUILD A WORLD USING THE ITEMS IN THE 'TOP SECRET' SUITCASE

✦ GROUP TWO: CREATE A SERIES OF SIX WORD STORIES

✦ GROUP THREE: CREATE A GROUP DANCE

✦ EXPLORE WITH ISADORA SOFTWARE TO ANIMATE AND ENHANCE THE WORLD BUILDING.

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01



07



12



KEY CONSIDERATIONS

OUR PLANET OUR FUTURE

➤ WHO IS THIS EXPERIENCE FOR?

➤ WHAT IS THE CHANGE YOU ARE TRYING TO MAKE?

➤ WHAT ARE THE OPPORTUNITIES TO SHARE TODAY'S LEARNING? WHAT COULD THIS SMALL EXPERIMENT TURN IN TO?

➤ WHERE ARE THE GAPS?

➤ LETS HAVE A REFLECTIVE CONVERSATION ABOUT THE PROCESS

Bibliography

Breuleux, Y., De Coninck, B., & Therrien, S. (2019). The world building framework for immersive storytelling projects. SHS Web of Conferences, 64, 00003. <https://doi.org/10.1051/shsconf/20196400003>