



Leigh Davies

Feeling Theatre - Open Source

Feeling Theatre

Feeling Theatre is a 4-day R&D effort to explore the affordances of emerging haptic technologies and how they can align with the existing modes of theatre and digital storytelling.

This project will focus on the emerging hardware peripherals that are designed to directly stimulate our sense of touch; the haptic sense. Something often reserved for interactive digital media and gaming, I believe this new haptic hardware has the potential to unlock deeper experiential layers within the delivery of theatre and storytelling - for both in-person and remote new digital theatre experiences.

The Objectives

Understand how the existing modes of theatre and storytelling (visual, auditory, textual, and aural) can be joined by a new modal channel (haptic).

Begin to establish/contribute to methodologies for the design of digital Haptic outputs.

Begin to establish a digital tool/platform that enables the creation and control of haptic outputs as an extension to standard AV engineering processes.

The Process

[Day 1] - Design Thinking review, initial audit, resource gather, test, and experiment design.

[Day 2] - Practical & technical experimentation 1/2.

[Day 3] - Practical & technical experimentation 2/2.

[Day 4] - Evaluation of process and consolidation of outputs.

Outputs & Outcomes

Generation of a prototype MaxMSP patch/UI that enables 2 - 3 experimental workflows for the control of and design of haptic outputs (i.e. reactive, live, choreographed).

Generation of a blogpost/writeup featuring process, observations, and findings through this technical R&D - featuring forecasting for potential future routes and avenues (open source).