



An experimental collaboration between Coney, Goldsmiths and Showcaster.

Supported by the Digital R&D Fund for the Arts - Nesta, Arts & Humanities Research Council and public funding by the National Lottery through Arts Council England

29/05/14

A new kind of theatre – an experiment in live performance + online engagement.

Throughout June 2014, Coney is developing a 45-minute interactive theatre piece designed to be enjoyed both by a small live audience, and by an unlimited number of people online simultaneously.

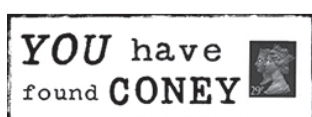
Blending elements from theatre, gaming and TV, this is an exploration of a new type of live event which generates drama by giving audiences online and in the physical space agency to influence the narrative world of the piece.

We have tickets for a small number of people to take part in an experience which will cast them as founding members of an extraordinary new movement which offers them the chance to alter the course of human history.

We're also looking for people to register online to become part of the experience by watching the show remotely, and using specially-developed web tools to influence events in the live space.

BOOK TICKETS OR SIGN UP ONLINE <http://betterthanlife.org.uk>

For more information about Better Than Life, contact Dan Pursey at Mobius,
2nd Floor, 34-35 Great Sutton Street, Clerkenwell, London EC1V 0DX
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The Story of the Show: The Positive Vision Movement

The Positive Vision Movement began with a minor road accident in early 2014 when an injured cyclist, Gavin Jackson, started having visions of the future. Gavin is a journalist and a resolutely rational man, so at first he didn't believe that his visions could be true. But time and again he would draw pictures of his visions and they would come to pass.

Gavin has been assessed and tested by top academics, who have confirmed that his visions are genuine. Nobody can yet explain how a bang on the head unlocked Gavin's visionary potential – but that doesn't mean it isn't real. The evidence is overwhelming. We urge you to examine it for yourself.

It appears that Gavin's visions are clustering around a future event in June 2014 at a secret location in London SE14. The details are unclear, but it seems to be a world-changing moment in London, UK. Now he needs your help to ensure that the future he foresees will happen as it should.

Gavin has seen that some of you will join him, now you just need to relax, sign up and let the fates run their course.

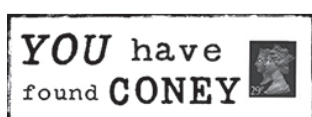
"This is a rare opportunity to do something that matters and leave the world a better place. This is not a cult. This is not a fantasy. This is a strange but real place where you can make positive visions of the future a reality."

PERFORMANCE DATES AT A SECRET LOCATION, LONDON SE14.

Open rehearsals – organic beta version of the production – your chance to see a show in embryo – 6pm & 8pm Thursday 12th June 2014 – 1pm Friday 13th June 2014

Previews – revised show based on last week's mistakes – still a bit rough around the edges – 6pm and 8 pm Thursday 19th June

Final presentation – media-rich prototype of a full show – tell us what works and how to develop further – 6pm and 8pm Thursday 26th June – 1pm Friday 27th June



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POLITE WARNING

Please do not expect a fully finished experience when you sign up for Better Than Life. Do, though, expect, something surprising and intriguing which showcases the potential of this format.

We'll be streaming the live shows to the web, so everyone who buys a ticket to attend a performance needs to be comfortable about being viewed by a registered online audience via our bespoke website.

Attendees should also expect to take part in a series of activities that might require you carry out a few physical and mental tests, as well as interact with and talk to your fellow audience members.

Online audience members need to be comfortable with the idea that we'll want to track and sometimes moderate online behaviour during shows in terms of limiting chat, watching which camera views are chosen, seeing how people choose to take part in communal online activities and decision-making.

We'll be asking everyone who signs up for these early stage performances of Better Than Life to give us lots of feedback in the form of very simple questionnaires and short interviews.

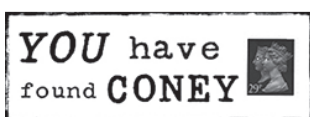
The more you can tell us about the experience you have with us, the better our research into this emerging form of entertainment can be. We will be publishing all our research in August/September 2014.

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About the Digital R&D Fund for the Arts

The Digital R&D fund for the Arts is a £7 million fund to support collaboration between organisations with arts projects, technology providers, and researchers. It is a partnership between Arts Council England (www.artscouncil.org.uk), Arts and Humanities Research Council (www.ahrc.ac.uk) and Nesta (www.nesta.org.uk).

We want to see projects that use digital technology to enhance audience reach and/or develop new business models for the arts sector. With a dedicated researcher or research team as part of the three-way collaboration, learning from the project can be captured and disseminated to the wider arts sector. Every project needs to identify a particular question or problem that can be tested. Importantly this question needs to generate knowledge for other arts organisations that they can apply to their own digital strategies.

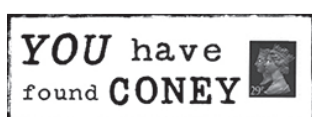
About Coney

Coney are interactive theatre-makers, creating experiences that respond to our audience's imaginations. Combining performance, game mechanisms, digital practice and academic research, our work can take place anywhere. A Coney show begins as soon as you hear about it and only ends when you stop thinking about it. Coney are a National Portfolio Organisation, supported using public funding by Arts Council England.

About Goldsmiths

Goldsmiths will be leading research into how best to create a compelling online experience that gives online audience members agency and influence in both the online and physical aspects of the show.

Goldsmiths, University of London, Department of Computing is one of Europe's leading departments for interdisciplinary research in computing, largely related to the arts. The Embodied Audio-Visual Interaction research group specialises in novel interactive technology, applied to the arts, including gestural interaction for live performance, new physical computer devices for computer music and full body movement gaming.

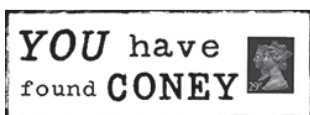


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About Showcaster

ShowCaster is the web's live and interactive video streaming platform. ShowCaster's resilient, plug-and-play platform is easy to set up yet scalable enough to support exceptional quality live streaming for high audience events. ShowCaster also helps content rights holders to build engaged audiences, through interactive and social components such as polls and aggregated feeds from Facebook and Twitter.



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