



TRACTION

Opera co-creation for a social transformation

Digital technology: an ally for
problem solving in participatory art



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Presentation



Traction
Opera co-creation
for a social
transformation

vicomtech

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Outline

1

Technology and participatory art

2

Digital technology as an ally: the TRACTION approach

3

Digital technology enablers for participatory art

4

Conclusions



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Technology and participatory art

- How could digital technology be an ally for participatory art?
- How can we find out about emerging technologies that could be used?
- How can we use technology, not as fireworks, but to really solve co-creation and participatory challenges?
- How to select and use the technology during the whole co-creation process?



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Motivation



- **Opera Co-creation**

- Key role of the **technology**
- Instruments and protocols for a community-centric **evaluation**

- Promote a **transformation** with the aim of making it last over time:

- Involving diverse communities in the creative process
- Transforming the opera world and re-writing it



Opera co-creation trials



Opera co-creation with the neighbourhood of Raval



- Led by LICEU (Opera house)
- Urban neighbourhood
- People with disabilities, students, people with a migrant experience, former sex workers, residents of Raval



Opera co-creation trials



Opera co-creation with young inmates in the Leiria prison



- Led by SAMP (Music school)
- Provincial city
- Young prisoners, family members, former inmates, guards, residents of Leiria, justice ministry officials



Opera co-creation trials

Opera co-creation with diverse communities



- Led by INO (Opera producers)
- Country
- Irish speakers living in remote areas, teenagers in rural communities, adults in Tallaght and South Dublin



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Technology enablers of TRACTION

- 1. Co-creation Space:** A tool to foster and **promote communication** during **co-creation activities** between diverse **communities** and participants
- 2. Co-creation Stage:** A tool that **connects participants** in real-time, allowing multiple co-located stages and participants to **perform together**
- 3. Immersive technologies:** The use of Virtual Reality to provide a novel experience and technology to enable a social VR experience



Co-creation
S P A C E



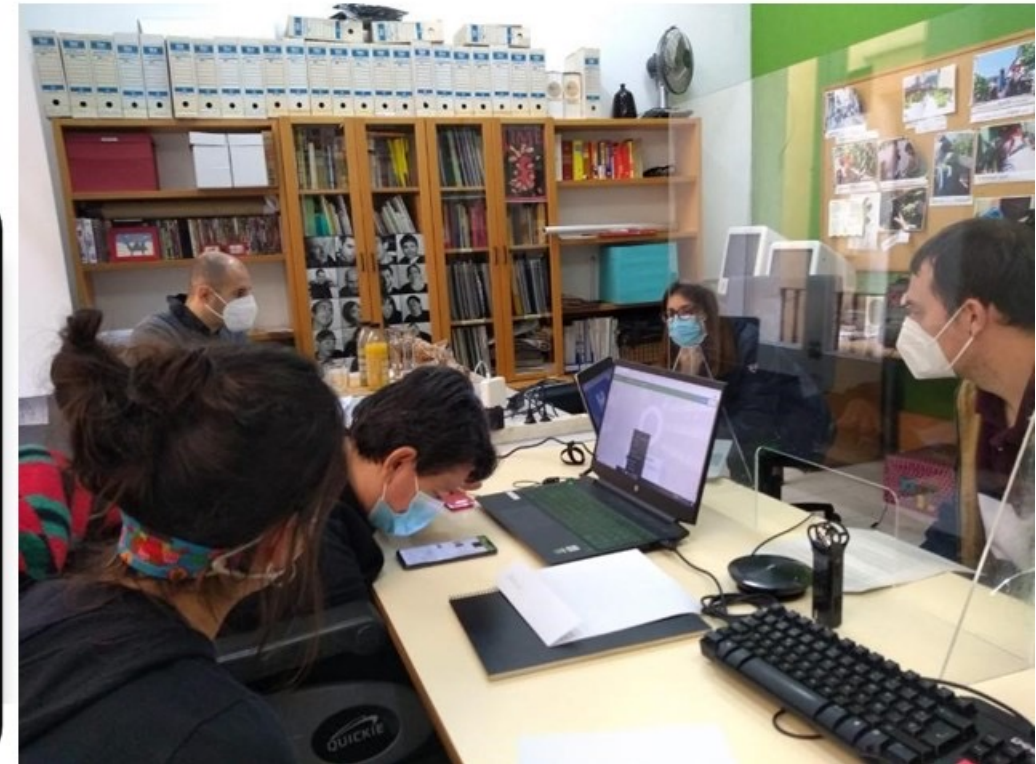
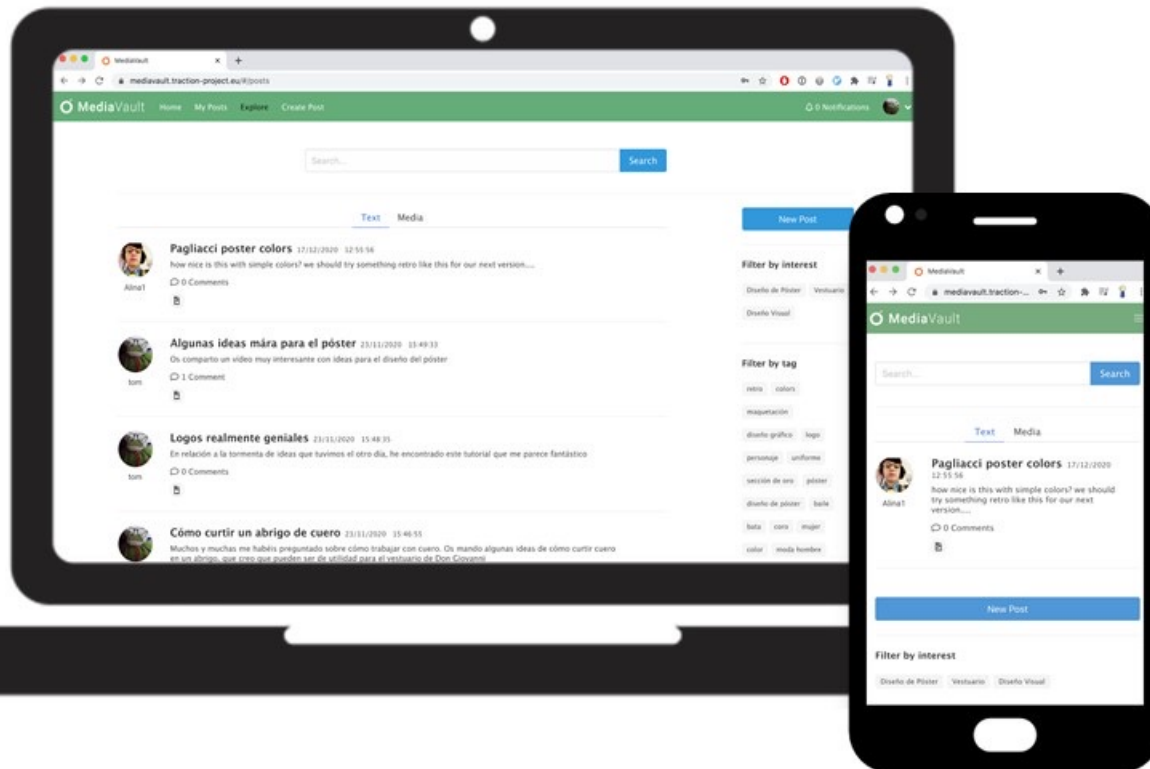
Co-creation
S T A G E



TRACTION tools



A tool to foster and promote communication during co-creation activities between diverse communities and participants



TRACTION tools

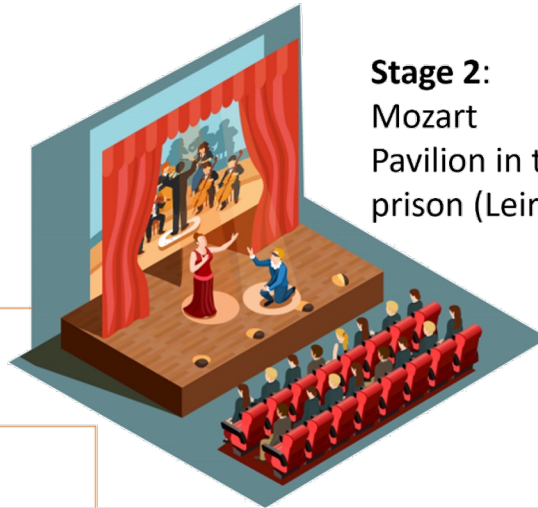


A tool that connects participants in real-time, allowing multiple co-located stages and participants to perform together.

Stage 1:
Gulbenkian concert hall
(Lisbon)



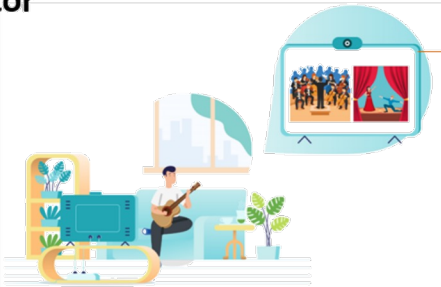
Stage 2:
Mozart Pavilion in the prison
(Leiria)



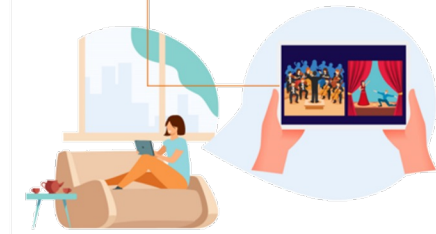
Operator



Remote participant



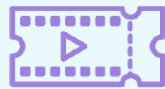
Remote audience



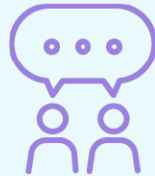
Immersive technologies



Irish
National
Opera



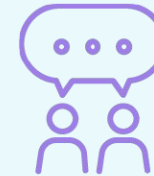
Get Ticket



Meet Others



Watching VR Opera



Share Experience



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- Technology can facilitate people's interactions during a co-creation process
- Technology enables new ways of telling stories, e.g. by performing together remotely
- Technology enables the creation of novel and brave immersive formats
- But:
 - Technology must be human-centered and follow the artistic purpose: not used as fireworks
 - Technology needs to be easy to understand and use
 - It should be universal, accessible and inclusive
 - It needs to be considered from the conception of the process
 - Skilled facilitators are key for multi-disciplinary activities



Merci beaucoup!



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