Co-Embodied Theatre And Enactive Technologies

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UID Red Room

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In this conversation, the catalysts and guests will take part in a series of experiential theatre activities. We ask the question of how researchers may reach deep understanding of the idea of 'Enactive Technologies' . With Enactive Technologies we mean physical-digital systems that seamlessly integrate with the embodiment of human being, including our embedding in the social situation. We recognize a trend towards Enactive Technologies in for instance Tangible Interaction, Wearable Computing, Ubiquitous Computing and Augmented Reality. However, it remains quite a challenge to really get to the core of what it means to design for embodiment. Part of the problem may be that the topic as such does not lend itself well to explicit, analytic discussions using classic academic formats of for example a conference paper and presentation. We believe that if we are to talk about embodiment, then this means we should actually not talk about it, but instead engage with the matter in a more embodied way. This theatrical approach is one possible way to enable researchers to create a more implicit, sensuous understanding of 'embodiment', one that draws on our own embodied experience and grows from continuous social interactions with others.