

Welcome to **Creative Futures: place and presence** - a sharing of the making and discussions to arise from our first two Pathfinders, Digital Placemaking and Expanded Performance. Through Digital Placemaking we aim to enhance and deepen the relationship between people and places, using digital technology and creative solutions to improve or enhance the public experience of place. Expanded Performance explores the concept of liveness and togetherness in the context of current innovations in technology across the cluster's twin strengths of theatre and live music. Join us as we unpack and explore the themes and discussion from both.

	› Main Stage ‹	› Expo Stage ‹
09:00-09:30	Audience Orientation	
09:30-09:50	Intro from Will Taylor then Clare Reddington and Jon Dovey	
10:00-10:45	Weaving narrative and technology, which comes first?	Expanded performance processes and collaborative practice
11:00-11:45	Designing equitable digital spaces	Storytelling and audience data
12:00-13:00	Introducing the Digital Placemaking Prototypes	Immersive Promotion: marketing XR to new audiences
		Exploring the 'State of Play' - Data driven inclusion in action
Lunch		
14:00-14:45	What does 'liveness' mean anyway?	Digital Placemaking and inclusive practices
15:00-15:45	Immersive Technologies: what's exciting?	Responsible Innovation
16:00-16:45	The future of international collaboration	
16:45-17:00	Closing words from Clare Reddington and Jon Dovey	

Main Stage

➤ Weaving Narrative and Technology, which comes first?

Chair: Rachel Briscoe Panel: Tanuja Amarasuriya, Paul Clarke, Manu Maunganidze, Harry Silverlock

Current innovations in technology are changing every part of the performance landscape, bringing in new possibilities for where a performance can take place, who the audience is and how they experience it. This panel will explore how these technologies interact, serve or interrupt the narrative. What comes first in the creation process and how they can work with, and not against, each other?

➤ Designing equitable digital spaces (pre-recorded)

Chair: Stephen Hilton Panel: Roseanna Dias, Grace Quantock, Tim Lo, Shawn Sobers, Nick Durrant

Our physical and digital public spaces are often designed with multiple barriers. Accessing these spaces can be unsafe, impossible, or both, particularly for disabled people, people who experience racism, LGBTQ+ people and working class people. Through the Digital Placemaking pathfinder, our fellows and prototype teams explored what future equitable digital spaces might look like in the cultural sector and who are stakeholders of these spaces.

➤ Introducing the Digital Placemaking prototypes

Chair: Jon Dovey Panel: Joseph Wilk (Little Lost Robot), Ben Price (Crack), Cal Jepps (City ID), Michele Curtis (Iconic Black Britons)

The Digital Placemaking prototypes aim to expand our understanding of the intersection of digital and physical space and the role of culture in the new digital infrastructure. This session will premiere our four prototype short films made by Jon Aitken followed by a panel discussion with the teams behind them.

➤ What does 'liveness' mean anyway?

Chair: Emile Clarke Panel: Angie Bual, Naomi Smyth, Matthew Austin, Olly Langdon

Through a pathfinder delivered entirely online, we explored what liveness and togetherness means in the context of Expanded Performance. The sensation of 'liveness' is something we might traditionally find in a music gig or a theatre performance - a real time experience between a performer and an audience, either in a physical space or mediated through technology. Innovations in technology and creative processes are enabling new experiences that create a feeling of presence or connection to a narrative or character. The edges of 'liveness' are blurring.

➤ Immersive technologies, what's exciting?

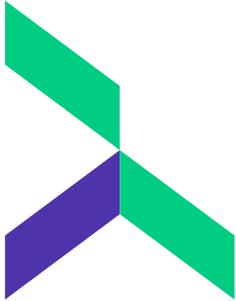
Chair: Catherine Allen Panel: Brian Glasscock, Ian Forrester, Tom Mitchell, Tessa Ratuszynska

Conversations around immersive technologies move quickly, with new ideas emerging all the time. This session celebrates this exciting work and will spotlight four technologists who are at the forefront of that conversation, developing novel technologies, engaging new audiences, and producing tech solutions to real-world issues.

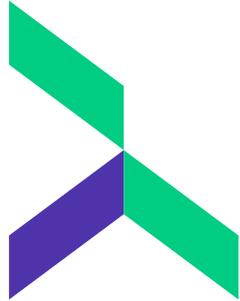
➤ The future of international collaboration

Chair: Jo Lansdowne Panel: Zoe Rasbash, Cleo Lake, Malaika Toyo, Liam Birtles

For many of us, the world feels like both a bigger and smaller place than ever, technology connects us in new ways while exposing our differences. There is great opportunity for solidarity and power dynamics that feel hard to escape, we want to root ourselves locally and develop global perspectives. This session will embrace the rich contradictions of working internationally right now.



Expo Stage



➤ Expanded Performance processes and collaborative practice

Chair: Rachael Burton Panel: Roxana Vilk, Penny Hay, Gill Simmons, Lloyd Coleman

Our Expanded Performance cohort have been testing new technologies, collaborations and creative processes as they explored their research questions. Opening up new ways of working and new people to collaborate with requires adaptation and learning. In this session we will explore the successes and challenges of these processes and collaborative practices.

➤ Storytelling and audience data

Chair: Danae Stanton Fraser Panel: Kate Cross, Ana Levordashka, Ellie Chadwick

Story-telling in front of a live audience has been significantly impacted by the pandemic and lockdown. It hasn't just been the processes of story-telling themselves that have had to adapt, but also the methodologies used to study and capture the immersive experience of the audience. This panel will discuss the evolution of story-telling and gathering audience data pre-, during, and hopefully post-pandemic.

➤ Immersive Promotion: marketing XR to new audiences

Speakers: Matt Freeman, Claire Skelcey

There's no doubt that the time for immersive technology has come, but XR remains difficult to communicate to people who haven't experienced it before. If VR & AR is to capture mass audiences from different corners of the cultural landscape, then we need to develop more creative yet accessible ways of promoting the magic of immersive content to audiences. This session will explore ongoing research that aims to develop new ways of marketing VR and AR experiences to audiences. .

➤ Exploring the 'State of Play' - Data driven inclusion in action

Speakers: Tony Bhajam, Jazlyn Pinckney and Layla Barron

In 2020 Tony Bhajam, B&B R+D's Inclusion Producer launched 'the state of play'; a research project to explore 'who' makes up the programme, and what that question even means. This research was designed with Watershed's inclusion data team who have been developing their ideas around 'data driven inclusion'. Tony is joined by the team to talk through this approach and what they hope to do next.

➤ Digital Placemaking and inclusive practices

Chair: Tony Bhajam Panel: Annie Legge, Nick Young, Kamina Walton, Fiona Dowling

'What makes a space inclusive - be it digital or physical?' This session explores the use of language, the ownership of data sets, the production of mapping projects and barriers to access to explore the concept of ownership and engagement of our streets and of digital spaces.

➤ Responsible Innovation

Chair: Furaha Asani Panel: Alex Mecklenburg, Sam Brown, Will Hunter

Responsible innovation in the creative technology sector is a concept that foregrounds the evaluation of our practices and products in the past, present, and through futuring. At what cost has innovation been possible, and how do we ensure that our practices remain socially just and redress injustices? This panel will discuss what exactly 'responsible' innovation means, who gets to define it and what parameters are within, adjacent, and outside of it.