

SENSORY RESPONSE SYSTEMS

Ryan Jordan



Overview:

- Performance works involving perception of the world via the body. Performances aim to fully absorb the audience and performer – eventually leading to ASC
- Bodily expression – sensors – gesture
- Expressions of emotions, etc. via movement, manipulation and augmentation of the body with technology

Goldsmiths
UNIVERSITY OF LONDON



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Sensory Response Systems

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Sensor costume:

- Large, flowing fabric engulfing performer
- Motors inside fabric controlled by sensors on performers body – move fabric
- Sensors on body control sound and light
- Sensors to resemble muscle tendons
- Attempting to alter form, space, and time perception



Images from <http://images.google.com>



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Sound:

- Hausa cult of possession-trance, Nigeria
 - Hyperventilation (too much breath) + hypoventilation (too little breath)
 - Dancing
 - Suggestion – mental and spatial
 - Sensory overloading – visual and audible
 - Music – 120-200+ bpm. Drum, lute, rattle, voice
 - Visual – night time, kerosene lamp
- Tekkno
 - repetitive beats and melodies
 - fast tempo
 - mirror ASC environment of Hausa
- Noise
 - Suggestion
 - Sensory overloading
- Hypnosis
 - Sensory focal point

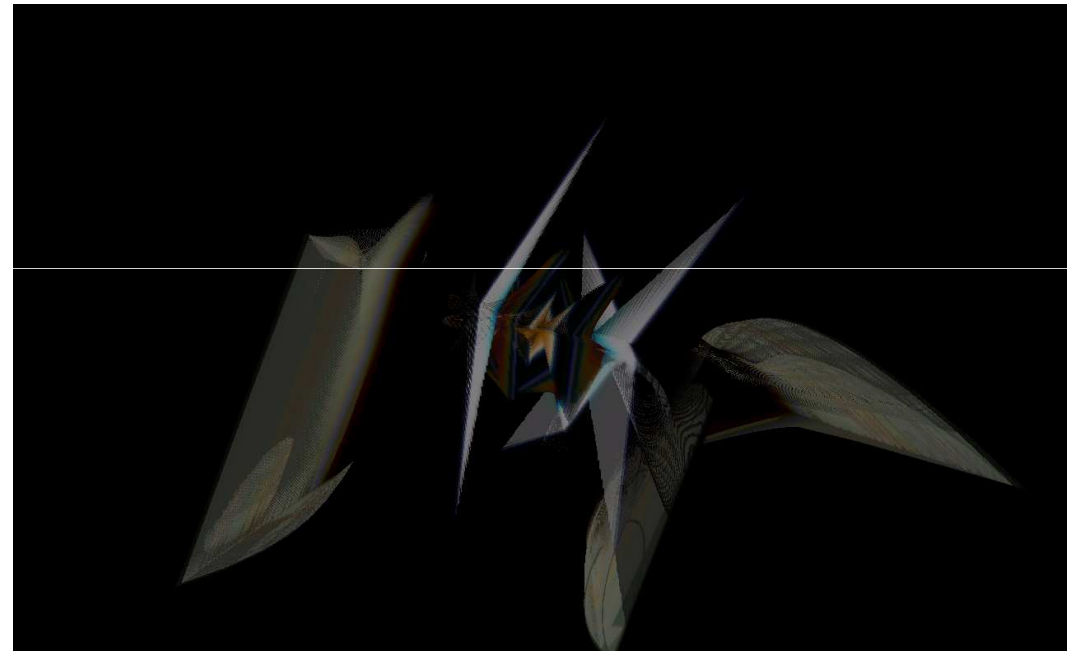
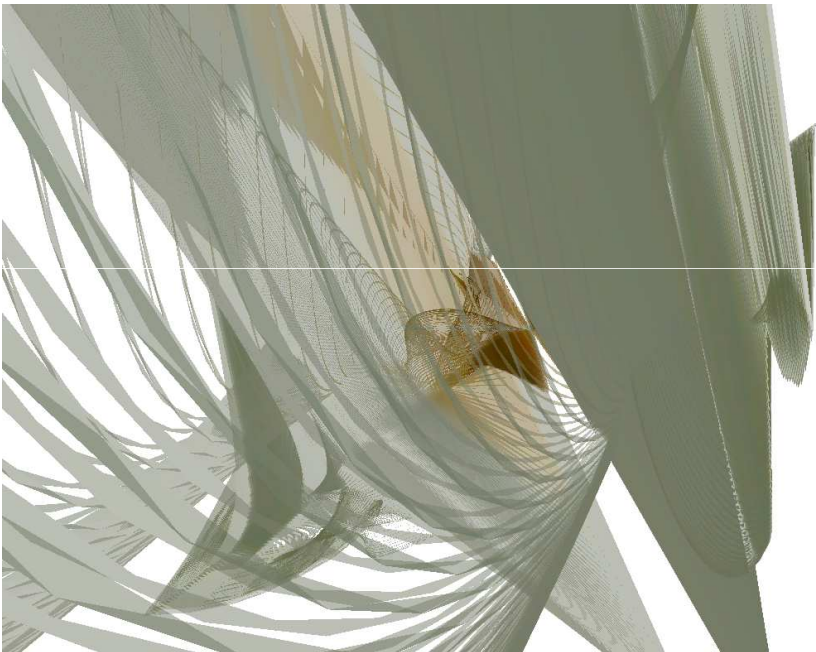
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Lights/visuals:

- Strobe light
 - Sensory overstimulation
- Stereoscopic screens (3D)
 - Interaction with performer – aim to immerse audience

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Images from Immemer by Ryan Jordan, 2008.

